

1985

ERNIE

ZAMPSE

Rams

OFFENSE

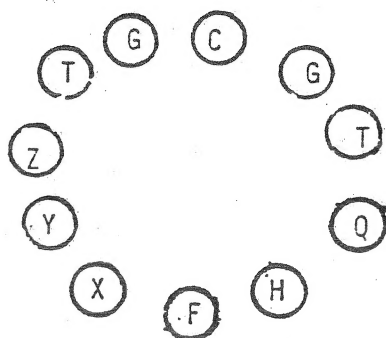
Ernie Zamperse

THE HUDDLE

THE CADENCE

THE QB AT THE L.O.S.

BASIC ALIGNMENT

THE HUDDLE

CENTER FORMS THE HUDDLE 7 YDS FROM THE BALL

DON'T CROWD

ALL HANDS ON THE KNEES

QUARTERBACK IN POSITION TO RECEIVE BENCH SIGNAL

QUARTERBACK CALLS:

1. FORMATION
2. PLAY
3. SNAP COUNT
4. EXAMPLES: I RIGHT 80 TOSS ON WHITE
SPLIT LEFT SCAT LEFT 866 FLARE ON RED

ON THE COMMAND OF "READY--BREAK," PLAYERS CLAP THEIR HANDS AND LEAVE THE HUDDLE.

WR'S ALERT LEAVE THE HUDDLE AFTER THE SNAP COUNT IS CALLED, BEFORE THE COMMAND OF "READY-BREAK".

QB ALERT, LET THE WR'S LEAVE. THEN CALL "READY-BREAK". QB APPROACH THE L.O.S. THE SAME WAY EACH TIME.

THE CADENCEEXPLANATIONS

OFFENSIVE LINE ASSUME 2 POINT STANCE. ELBOWS ON KNEES. RUNNING BACKS AND TIGHT
END ASSUME 3 POINT STANCE. WIDE RECEIVERS' ASSUME 2 POINT STANCE, OUTSIDE FOOT BACK.

---MAKE THE DEFENSE THINK QUICK COUNT---

CADENCE

1. THE QB CALL SET - OFFENSIVE LINE DROPS TO 3 POINT STANCE.
2. A PAUSE -- THEN THE CHECK-OFF CALLS ARE MADE, A "LIVE" OR "DEAD" COLOR WILL BE CALLED FOLLOWED BY A PLAY NUMBER. THIS WILL BE REPEATED. IF THE LIVE COLOR IS CALLED THE PLAY WILL BE CHANGED ACCORDING TO THE NUMBER UTILIZED.
3. A PAUSE -- THE COUNT BEGINS. THE TERM "HUT" WILL BE CALLED TO SIGNIFY EACH COUNT.
4. THE COLOR COUNT -- THE QB WILL CALL ONE OF THREE COLORS IN THE HUDDLE, WHICH GIVES THE COUNT. RED = 1, WHITE = 2, AND BLUE = 3.

SNAP COUNT EXAMPLES

ON RED - "SET - WHITE 89 - WHITE 89 - HUT"

ON WHITE - "SET - BLUE 89 - BLUE 89 - HUT-HUT"

ON BLUE - "SET - RED 89 - RED 89 - HUT-HUT-HUT"

ON FOUR - "SET - GREEN 89 - GREEN 89 - HUT-HUT-HUT-HUT"

ALTERNATIVES

ON 1ST SOUND - "HUT" OL DOWN POSITION

ON SET - "SET" - OL UP POSITION

ON GO - "SET - GO" - OL UP--DOWN ON SET

ON SECOND COLOR - "SET - GREEN 89 - GREEN"

ON FOUR - "SET - RED 89 - RED 89 - HUT-HUT-HUT-HUT"

HARD COUNT - BROKEN RHYTHM BY VOICE - INFLECTION

EXAMPLE: HUT HUT --- HUT/HUT --- HUT-HUT

DOWN CALL - REGARDLESS OF THE COUNT, ASSUME A 3 POINT STANCE. "DOWN" IS USED
IN TWO MINUTE AND GOAL-LINE SITUATIONS.

AUDIBLES

OUR AUDIBLE SYSTEM IS DESIGNED WITH A DUAL PURPOSE IN MIND.

1. TO PREVENT A BAD PLAY

MOST DEFENSES IN A RUN DOWN SITUATION WILL TRY TO FORCE A BAD PLAY WITH A SAFETY BLITZ (EITHER SS OR WS). A RUNNING PLAY INTO A SAFETY BLITZ CREATES MORE DEFENDERS THAN BLOCKERS AND GREATLY ENHANCE LOSS OF YARDAGE. TO ENSURE AGAINST A BAD PLAY WE WOULD AUDIBLE VERSE THE BLITZ. E.G. TOSS IS CALLED INTO WK BLITZ - AUDIBLE TO TOSS/STRONG/PASS PLAY.

2. PASS - RUN CHECK WITH ME

PASS CHECK WITH ME CAN BE USED TO HAVE BEST PASS PLAY CALLED VS CERTAIN EXPECTED COVERAGES. DEUCE FORMATION/SS ALIGNMENT. RUN CHECK WITH ME WOULD ALLOW DIRECTION OF PLAY AT LINE OF SCRIMMAGE TO RUN AWAY FROM SAFETY FORCE. DEUCE FORMATION/SS ALIGNMENT/FRONT SHIFT.

EXAMPLE OF CHECK WITH ME:

QB IN HUDDLE "CHECK WITH ME 80 OR 90 TOSS ON WHITE.

QB AT L.O.S. SET; WHITE 80; WHITE 80; HUT-HUT

TO CHANGE A PLAY AT THE L.O.S. THE QB WILL:

1. REPEAT THE SNAP COUNT CALLED IN THE HUDDLE.
2. FOLLOW WITH THE PLAY TO BE RUN.
3. REPEAT THE ABOVE SEQUENCE.

WHEN THE PLAY IS CHANGED AT THE L.O.S. THE BALL WILL ALWAYS BE SNAPPED ON THE SECOND HUT.

PASS AUDIBLES

11 (QK HOOK)

12 (FLAT)

989 (OUT)

653 (F UP)

844 (WIDE)

LEO/REX

RUN AUDIBLES

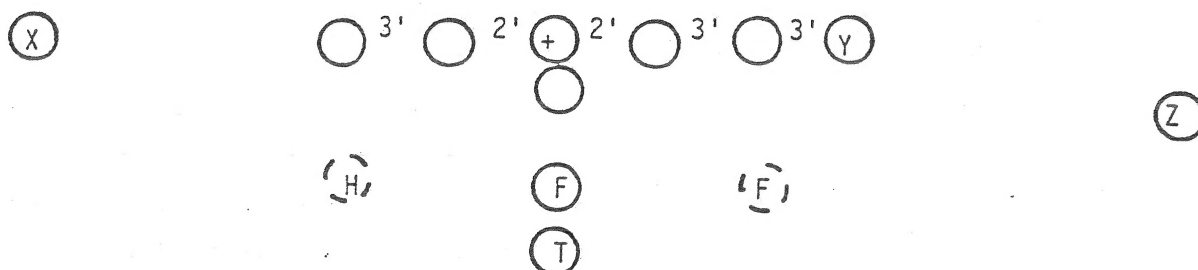
60/70 = BELLY

80/90 = TOSS

EXAMPLE OF PLAY BEING CHANGED AT L.O.S.

HUDDLE CALL IS 60 PWR TRAP ON RED.

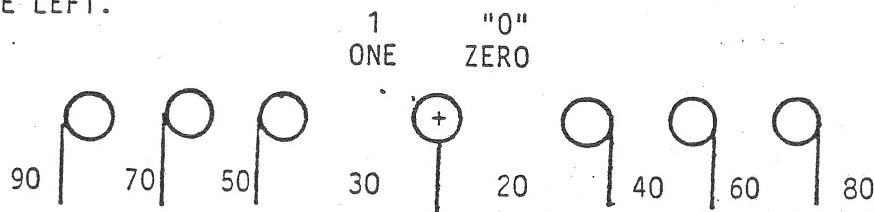
QB - SET; RED 11; RED 11; HUT-HUT

BASIC ALIGNMENT

1. I FORMATION FB ALIGN WITH HANDS 4 1/2 YDS FROM THE BALL. THE TB ALIGN WITH FEET 7 YDS FROM THE BALL.
2. SPLIT FORMATION HB/FB ALIGN WITH HANDS 4 1/2 YDS FROM THE BALL. FEET SPLITTING THE OUTSIDE FOOT OF THE TACKLE.
3. X IS THE SPLIT END. Y IS THE TIGHT END. Z IS THE FLANKER.
4. LINE, BACK, AND RECEIVER ALIGNMENTS WILL VARY BY GAME PLAN.

RUN NUMBER SYSTEM

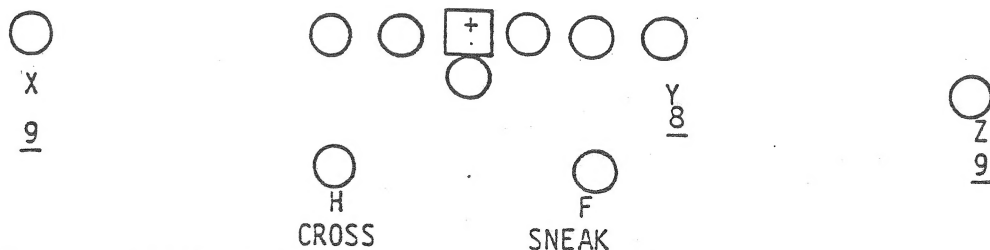
OFFENSIVE HOLES ARE NUMBERED AS DIAGRAMMED BELOW. EVEN HOLES TO THE RIGHT AND ODD HOLES TO THE LEFT.



1. EACH HOLE INDICATED THE AREA TO BE BLOCKED, EACH HOLE CAN HAVE A VARIETY OF BLOCKING PATTERNS.
2. FOR EACH PLAY, THE POINT OF ATTACK WILL HAVE A DESCRIPTIVE WORD ADDED TO DESIGNATE THE BACKFIELD ACTION AND BLOCKING PATTERN

PASS NUMBER SYSTEM

EACH RECEIVERS PASS ROUTE IS NUMBER ZERO THRU NINE ("0"-9). THE WEAK RECEIVER RUNS THE 1ST DIGIT, THE MIDDLE RECEIVER RUNS THE 2ND DIGIT, AND THE STRONG RECEIVER RUNS THE 3RD DIGIT. BACKFIELD ROUTES ARE NAMED. EXAMPLE: 989 H CROSS SNEAK



FOR SOME PLAYS DESCRIPTIVE WORDS GIVE PASS PROTECTION AND BACK ACTION.

FORMATIONSBASIC FORMATIONS

I
FAR
NEAR
SPLIT

BASIC VARIATIONS

CHANGE HB AND FB EXCHANGE POSITIONS IN SPLIT SET.
 HALF HB ALIGNS BETWEEN X AND TACKLE, FB BEHIND THE QB.
 FULL HB ALIGNS OUTSIDE X, FB BEHIND THE QB
 SPREAD HB ALIGNS OUTSIDE Y, AWAY FROM THE SLOT. FB BEHIND THE QB.
 SLOT BOTH WR'S SAME SIDE, OPPOSITE THE TE.
 2 TIGHT 2 TE'S, 2 RB'S AND Z. SECOND TE AT X.
PAIR 2 TE'S, 2 RB'S AND X. SECOND TE AT Z.
 G.L. 3 TE'S, 2 RB'S AND NO WR. THIRD TE AT Z.
 S.Y. 3 TE'S, 2 RB'S AND NO WR. THIRD TE AT Z.

ONE BACK SETS

ACE/DEUCE 2 TE'S, 2 WR'S AND 1 RB. SECOND TE AT HB.
 TREY/TWINS 2 TE'S, 2 WR'S AND 1 RB. SECOND TE AT FB.
 DOUBLE/SINGLE 1 TE, 3 WR'S AND 1 RB. THIRD WR AT HB.
 TRIPS/FLANK/FLEX 1 TE, 3 WR'S AND 1 RB. THIRD WR AT FB.

ONE BACK VARIATIONS

SOLO APPLIES TO ACE. GAME PLAN FORMATION
 DUAL APPLIES TO DEUCE. GAME PLAN FORMATION
 TRIO APPLIES TO TREY. GAME PLAN FORMATION
 TWIN OPEN APPLIES TO TWINS. FB EXTENDS SPLIT.
 DART APPLIES TO DOUBLE. X MOTIONS INSIDE OF HB.
 WHIP APPLIES TO DEUCE. X MOTIONS INSIDE OF HB.

TWO BACK VARIATION

OPEN 3 WR'S AND 2 RB'S (PRE SHIFT FOR SHOT GUN).

GUN FORMATIONS

SHOT GUN 3 WR'S AND 2 RB'S
 RIFLE 2 WR'S, TE AT Y, AND 2 RB'S
 GUN CALLED WITH ANY FORMATION. QB SET DEEP.

FORMATIONSINDIVIDUAL VARIATIONS

UP FB ALIGNED 1 YD OFF THE L.O.S. NEXT TO THE OT/TE
 ON FB ON THE L.O.S. NEXT TO THE OT.
 OFF TE (Y) ALIGNED OFF THE L.O.S. - FLANKER (Z) ON THE L.O.S.
 OPEN TE (Y) EXTEND SPLIT 3-6 YARDS.
 FLOP TE (Y) AND FLANKER (Z) EXCHANGE POSITIONS.
 TIGHT SE (X) TIGHTEN SPLIT 1-3 YARDS.
 NASTY SE (X) TIGHTEN SPLIT 3-6 YARDS.
 WING FLANKER (Z) TIGHTEN SPLIT 3-6 YARDS.
 STACK RECEIVER (X-Y-Z) ALIGN IN THE BACKFIELD.
 U WR'S (X-Z) EXCHANGE POSITIONS.
 TARE FB AND Y EXCHANGE POSITIONS IN SHOT GUN FORMATIONS.
 SWITCH SUBSTITUTE BACK (WR) AND TE EXCHANGE POSITIONS IN 1 BACK OR S.G. SETS.

MOVEMENT

JET BACK MOTIONS ACROSS THE BACKFIELD.
 MOTION BACK MOTIONS TO HIS SIDE.
 ZOOM FLANKER (Z) MOTION TO THE FORMATION CALLED.
 ZIP FLANKER (Z) MOTION - BALL SNAPPED BEFORE TE/INSIDE X IN SLOT.
 ZAP FLANKER (Z) MOTIONS OUTSIDE OF TE IN REGULAR/X IN SLOT.
 SHORT ZOOM FLANKER (Z) MOTION TO THE FORMATION CALL TO THE O.T.
 ZING ROVER ALIGNS OPPOSITE THE FORMATION CALL, MOTIONS TO THE OT.
 WHIZ SE (X) MOTIONS TO THE FORMATION CALLED. (BECOMES Z)
 SHORT WHIZ SE (X) MOTIONS TO THE FORMATION CALL, TO THE OT.
 FLY TE (Y) ALIGN OPPOSITE, MOTION TO THE FORMATION CALL.
 FLY IN TE (Y) MOTION INSIDE Z.
 LONG FLY TE (Y) ALIGN OPPOSITE, MOTION TO FORMATION CALL OUTSIDE Z.
 BUZZ TE (Y) MOTION OUTSIDE X.
 SHORT BACK/RECEIVER 2 STEP MOTION, GERRED TO A GIVEN PLAY.
 TRADE TE (Y) ALIGN OPPOSITE, SHIFT TO FORMATION CALL.
 SHIFT ONE OR MORE PLAYERS CALLED TO MOVE A GIVEN SPOT.
 JUMP BACKS AND RECEIVERS MOVING TO THE FORMATION CALL IN UNISON.
 FAKE TELLS MOTION MAN TO START OPPOSITE ASSIGNED MOTION CALL.
 WHIRL SE (X) MOTIONS TO FORMATION CALLED. (REMAINS X).

BASIC FORMATION

I RT



○ FB
○ TB

I RT SLOT



○ FB
○ TB

FAR RT



○ HB
○ FB

NEAR LT SLOT TIGHT
(2 TE'S)



○ HB
○ FB

NEAR RT



○ FB
○ HB

SHIFT SPLIT LT TIGHT
(2 TE'S)



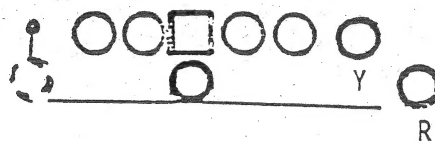
○ FB
○ HB

SPLIT RT



○ HB
○ FB

I RT PAIR
(2 TE'S)



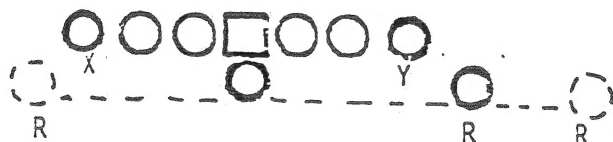
ROVER OFF 1ST COLOR
SHIFT ON 2ND COLOR
○ FB
○ TB

CHANGE RT



○ FB
○ HB

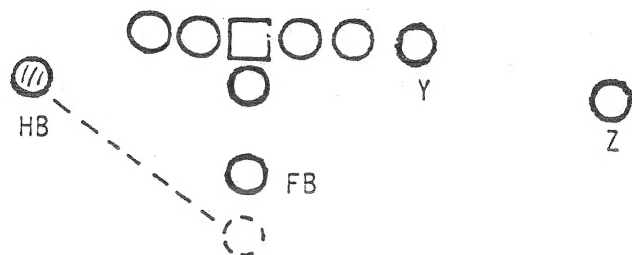
G.L./S.Y. CALL 3 TE'S
FAR RT TIGHT



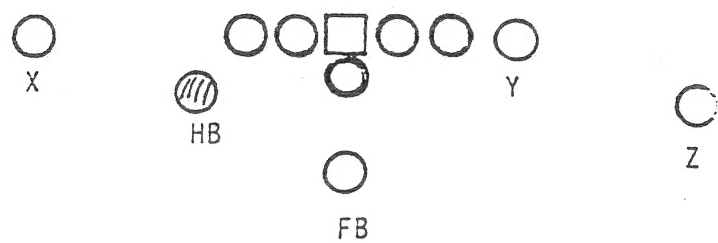
ROVER SHIFT 2ND COLOR
○ HB
○ FB

VARIATION FORMATION

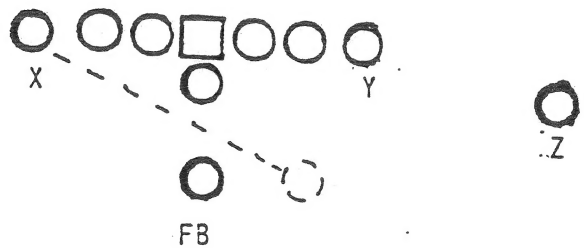
SHIFT HALF RT



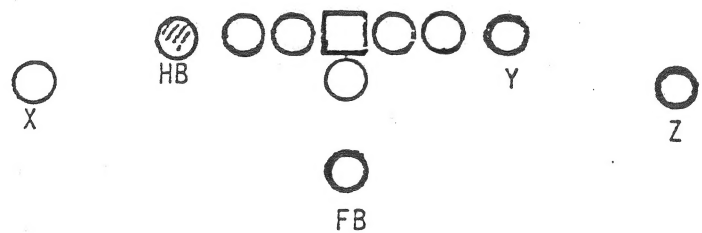
FAR RT UP



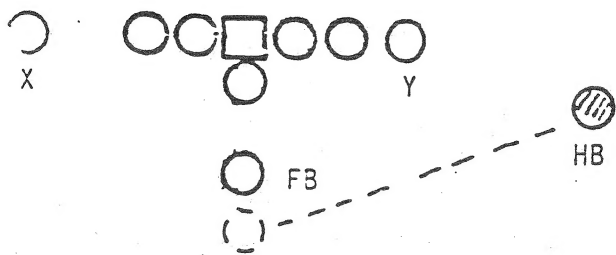
SHIFT FULL RT



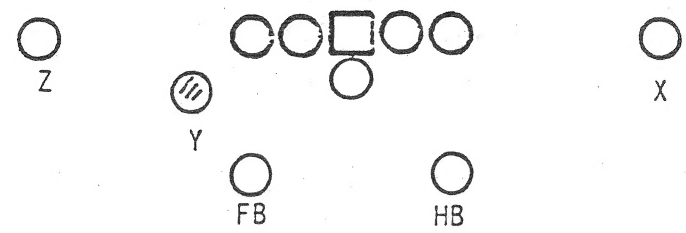
FAR RT ON



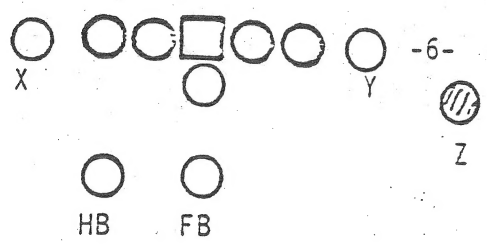
SHIFT SPREAD RT



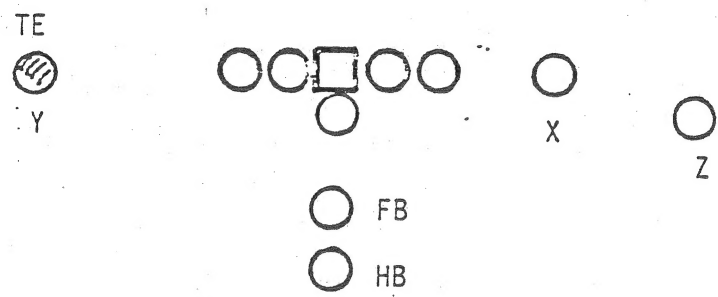
SPLIT LT OFF



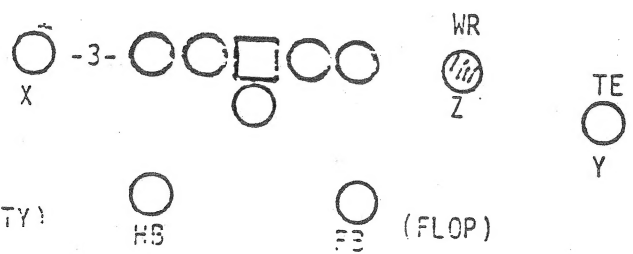
FAR RT TIGHT WING



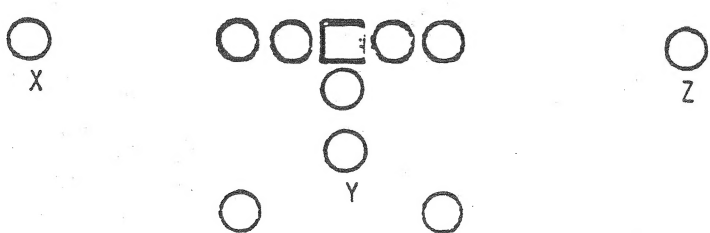
I LT SLOT OPEN



SPLIT RT NASTY FLOP

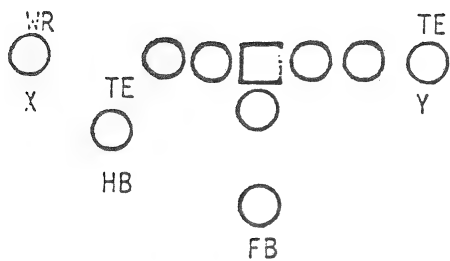


SPLIT RT Y STACK

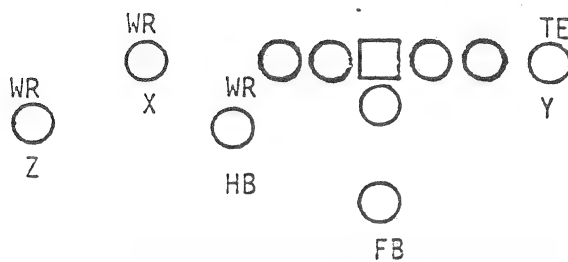


1 BACK FORMATIONS

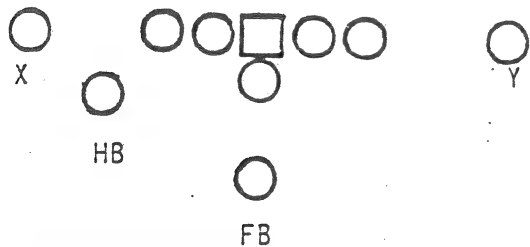
ACE RT



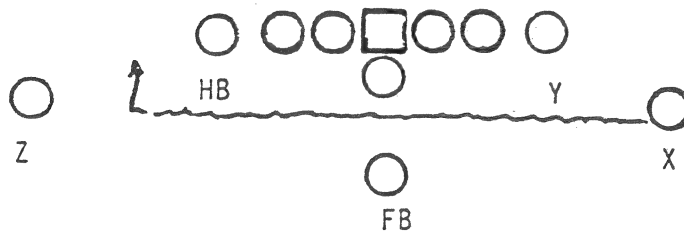
SINGLE RT



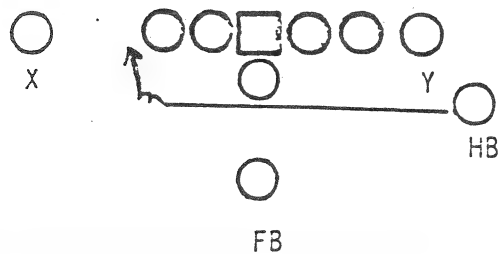
ACE/SING/I RT OPEN



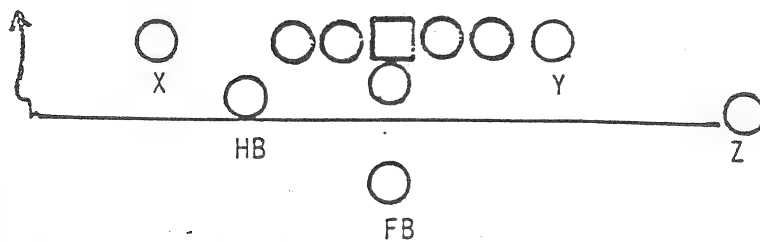
WHIZ ACE RT



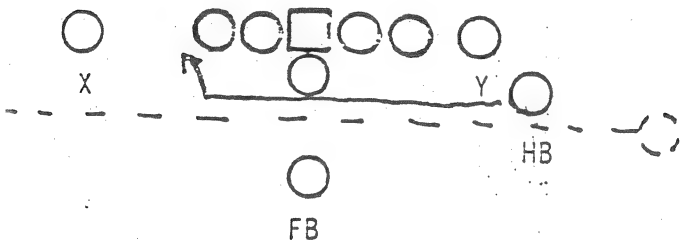
JET ACE/SINGLE RT



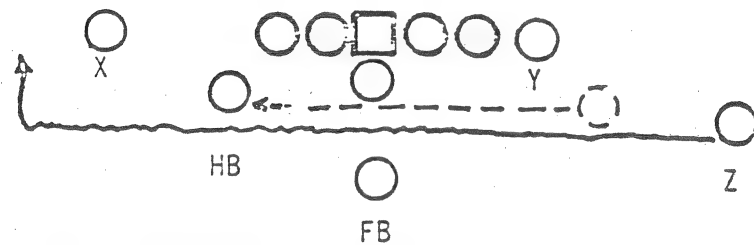
ZOOM ACE/SINGLE RT



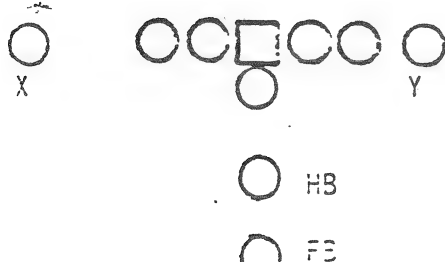
SHIFT JET ACE/SINGLE RT
(Z SHIFT)



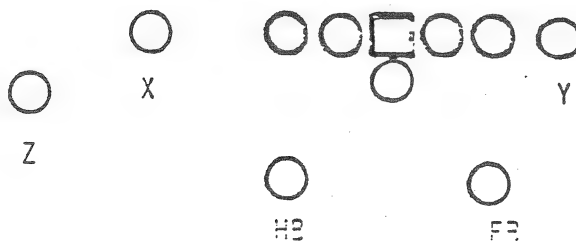
SHIFT ZOOM ACE/SINGLE RT
(HB SHIFT)



STACK ACE RT

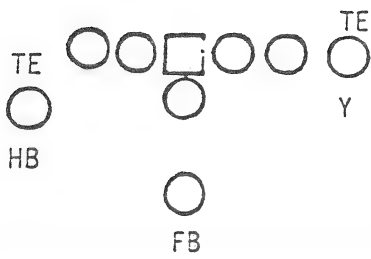


STACK SINGLE RT



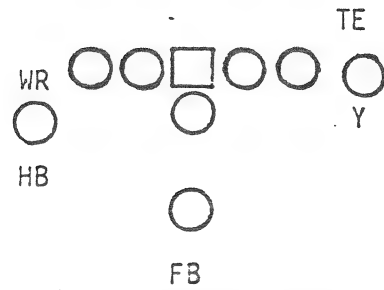
1 BACK FORMATIONS

DEUCE RT



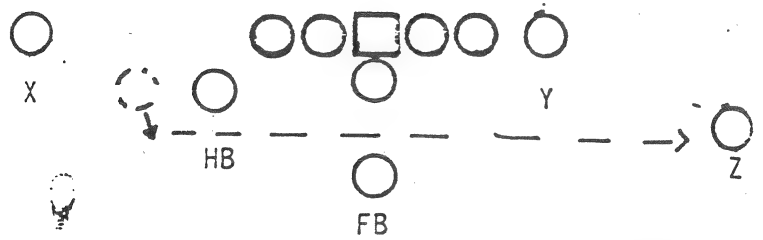
WR
X
Z

DOUBLE RT

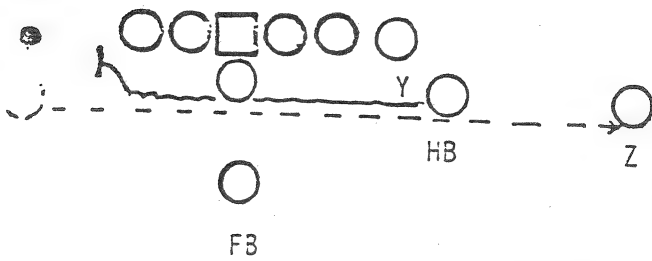


WR
Z

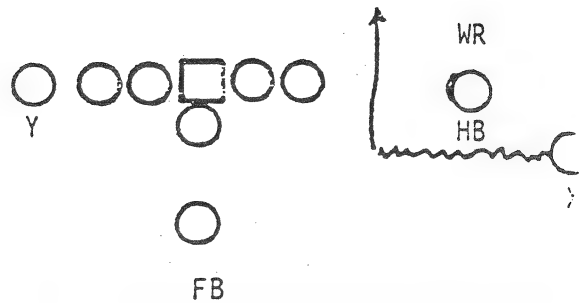
ZOOM DEUCE/DOUBLE RT



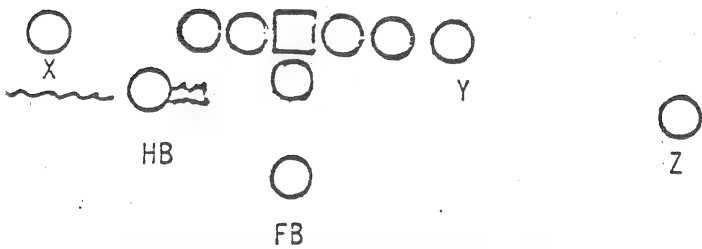
SHIFT JET DEUCE/DOUBLE RT
(Z SHIFT)



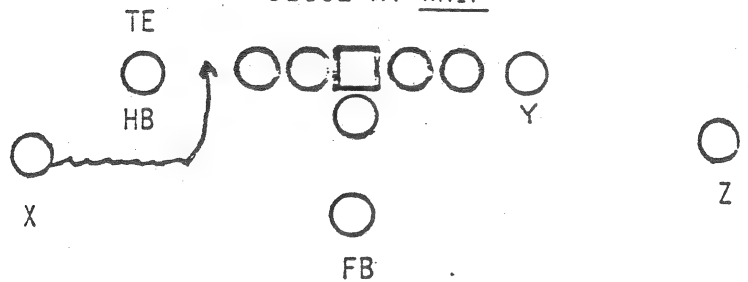
DART LT



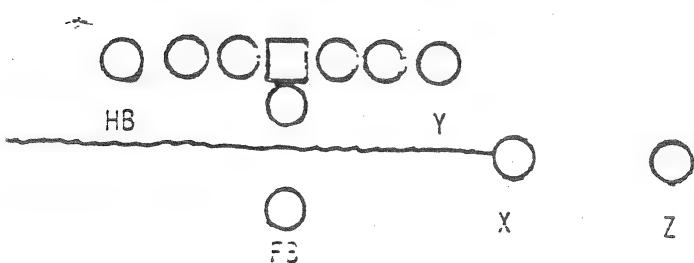
DEUCE/DOUBLE RT MOTION



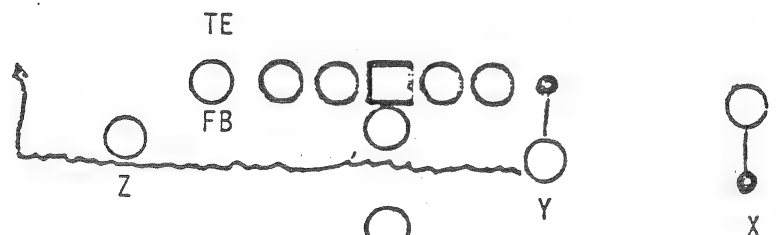
DEUCE RT WHIP



WHIRL DEUCE/DOUBLE RT

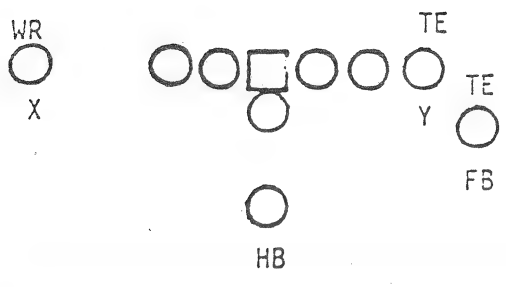


LONG FLY TRIPS/TREY LT

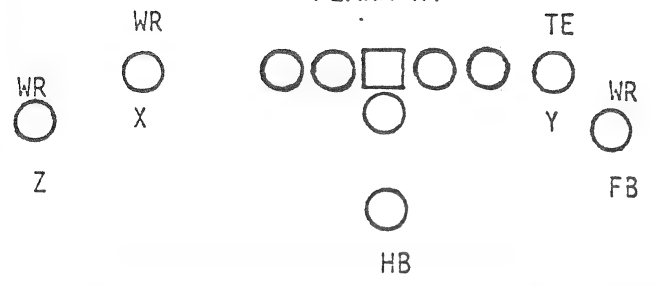


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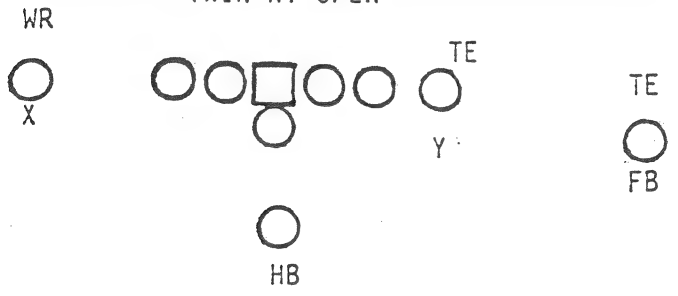
TWINS RT



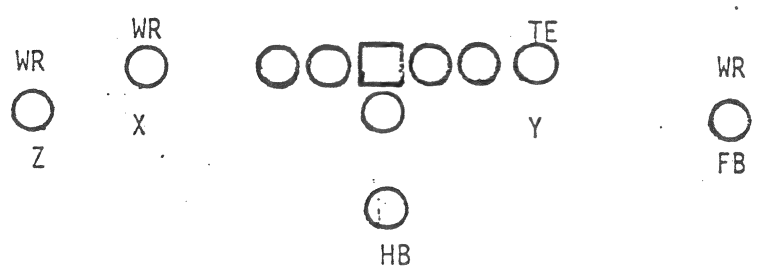
FLANK RT



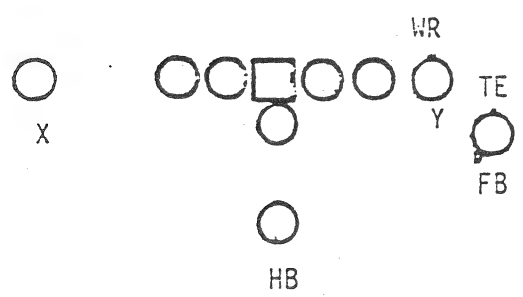
TWIN RT OPEN



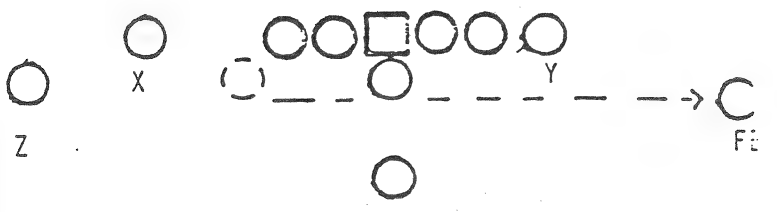
FLEX RT



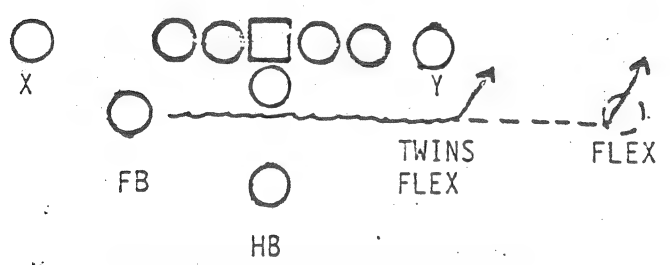
FLANK RT SWITCH



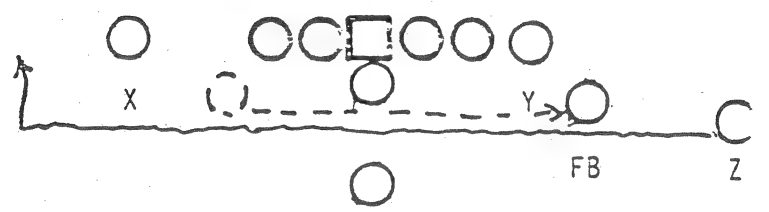
JET FLEX RT



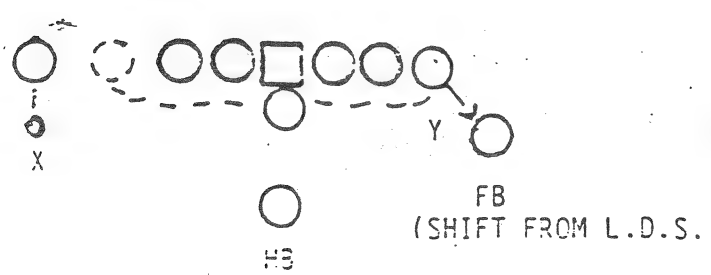
JET TWINS FLANK/FLEX/TWIN OPEN



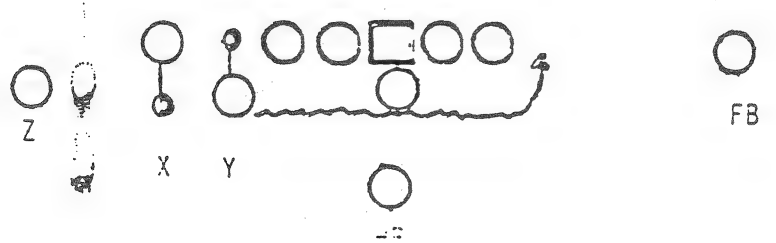
SHIFT ZOOM TWINS/FLANK RT (FB SHIFT)



TRADE TWINS/FLANK RT

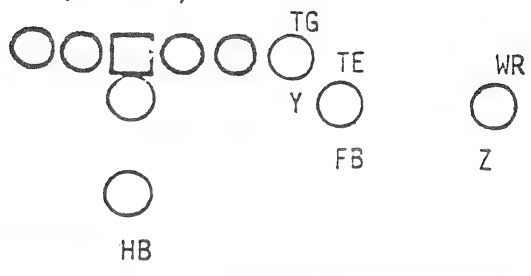


FLY FLEX RT

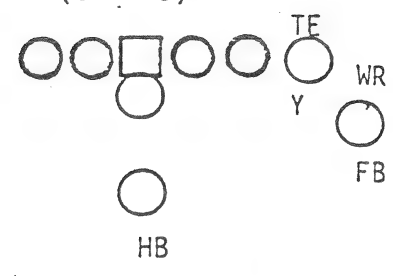


1 BACK FORMATIONS

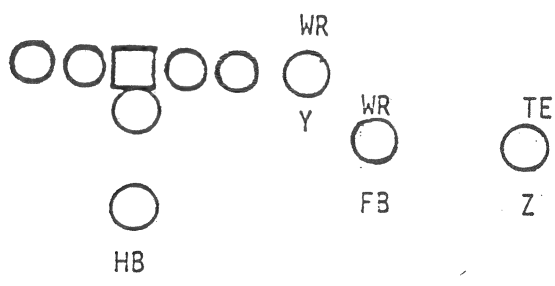
TREY RT
(2 TE'S)



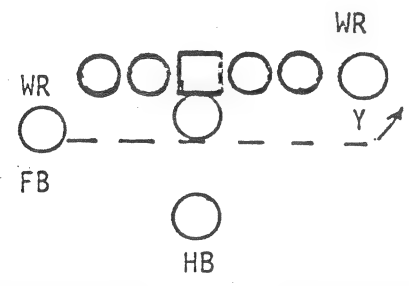
TRIPS RT
(3 WR'S)



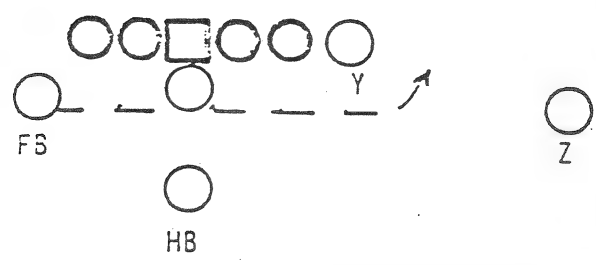
TRIO RT



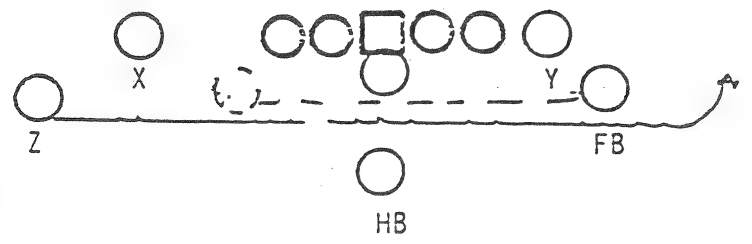
JET TRIO RT



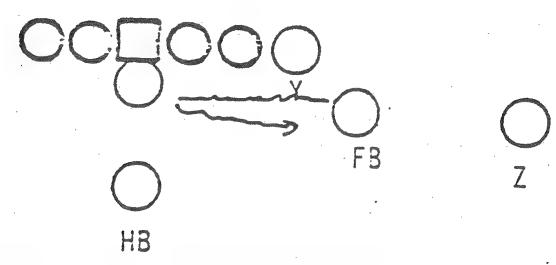
JET TREY/TRIPS RT



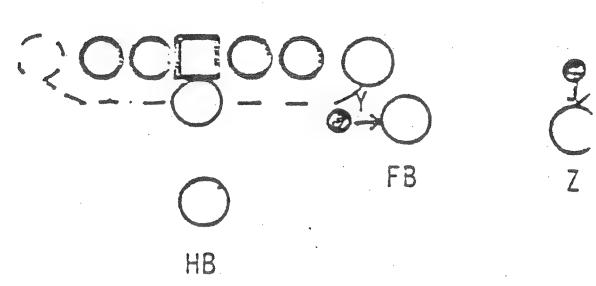
SHIFT ZOOM TREY/TRIPS RT
(FB SHIFT ON 2ND COLOR)



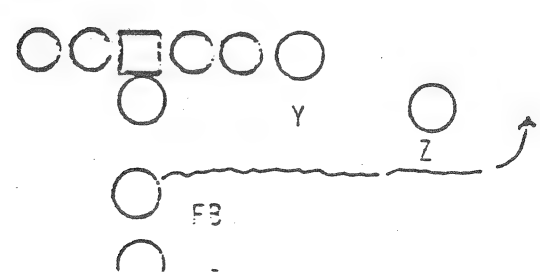
TREY/TRIPS RT FAKE JET



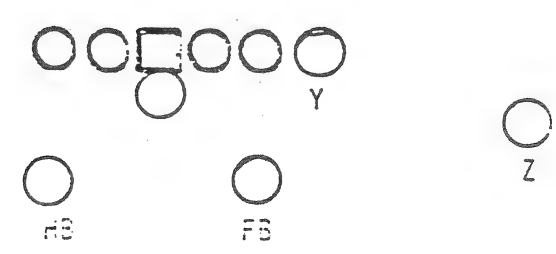
TRADE TREY/TRIPS RT



STACK JET TREY RT

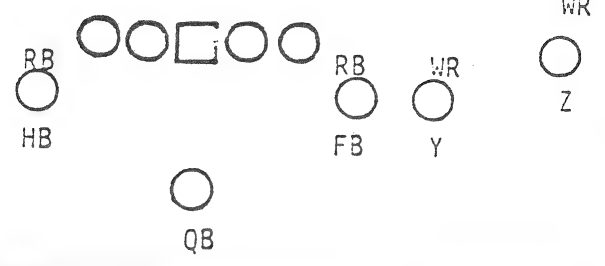


STACK TRIPS/TRICE RT

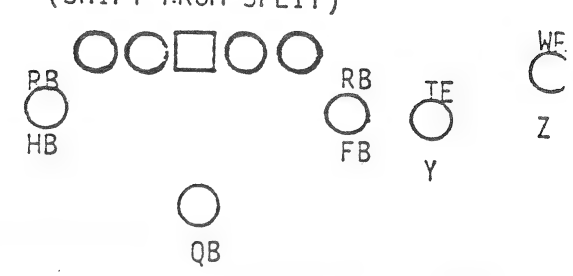


GUN FORMATIONS

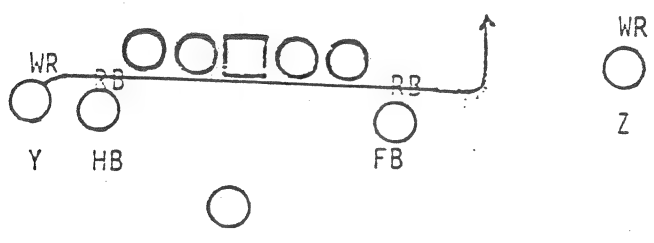
SHOT GUN RT
(SHIFT FROM OPEN)



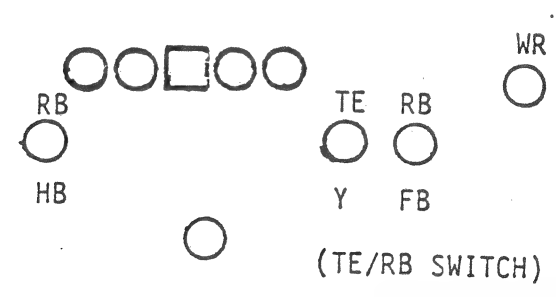
RIFLE RT
(SHIFT FROM SPLIT)



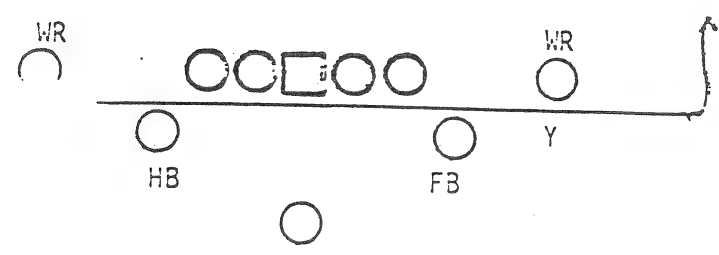
FLY S.G. RT



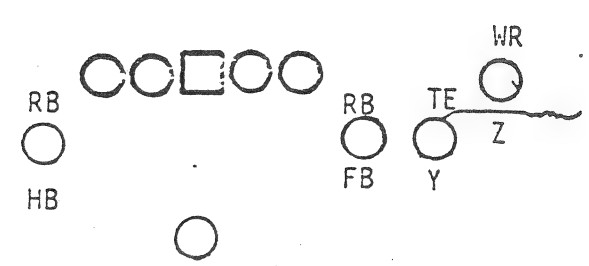
RIFLE RT RARE



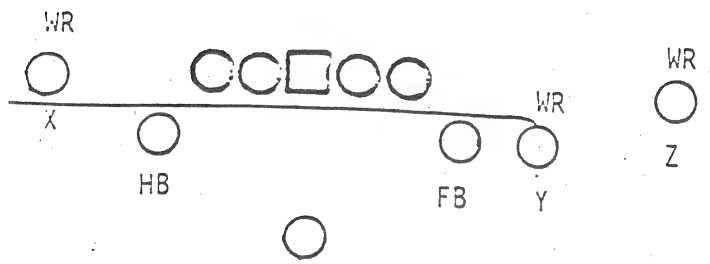
ZOOM S.G. RT



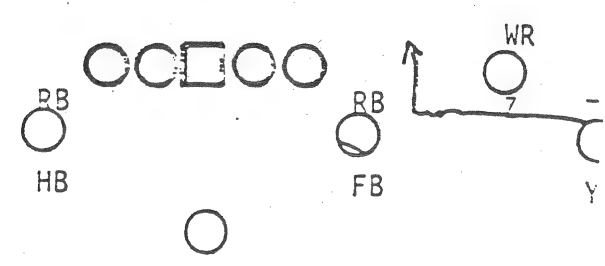
RIFLE RT FLY OUT



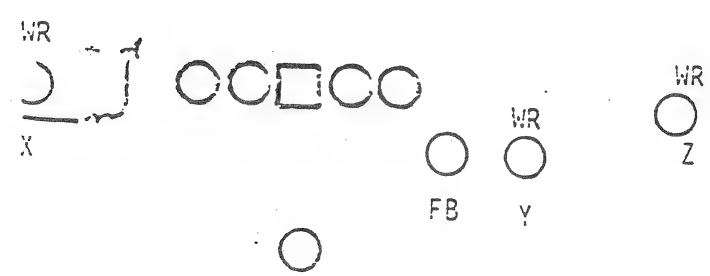
BUZZ S.G. LT



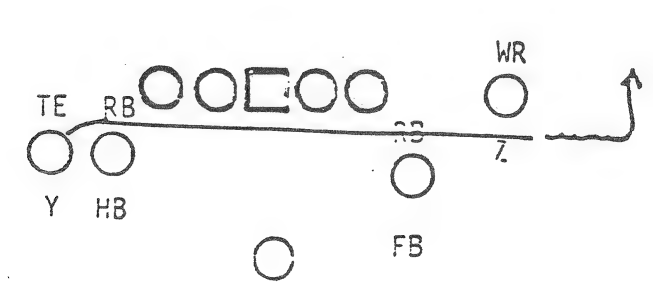
RIFLE RT FLY IN



S.G. RT H SHORT



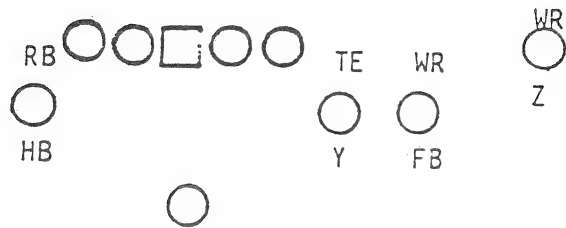
LONG FLY RIFLE RT



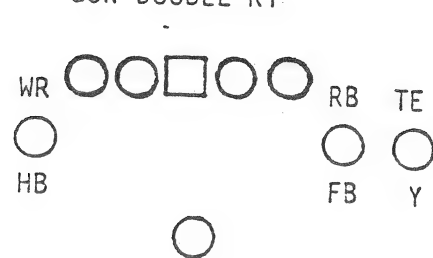
GUN

FORMATIONS

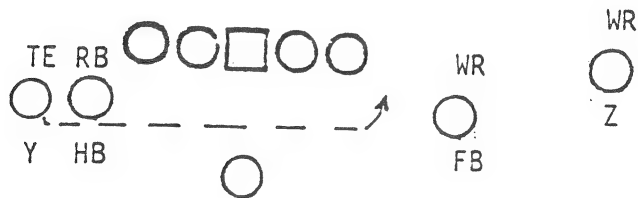
GUN TRIPS RT



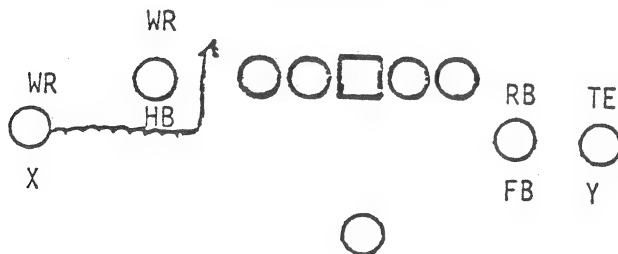
GUN DOUBLE RT



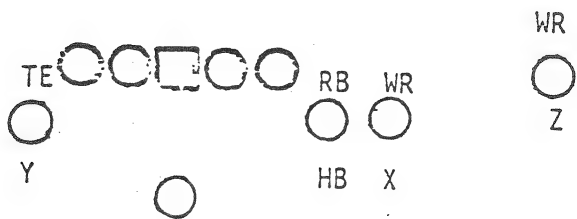
FLY GUN TRIPS RT



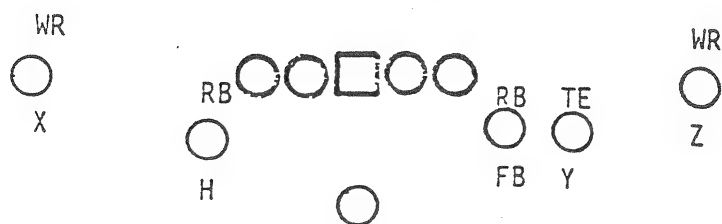
GUN DART RT



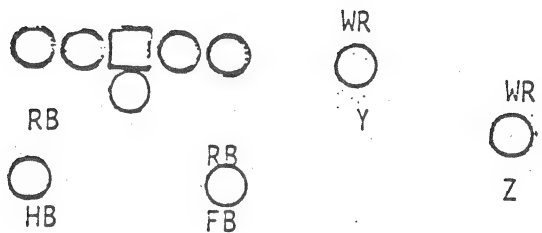
GUN FLEX RT



GUN SPLIT RT



OPEN RT



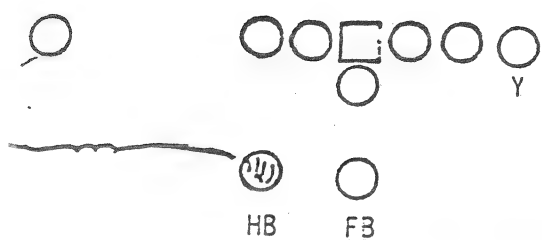
FORMATION MOVEMENT

BACK

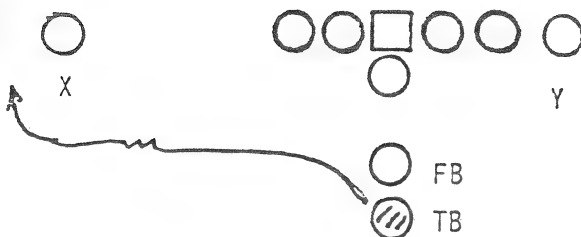
MOVEMENT

FAR RT H MOTION

I RT TB MOTION



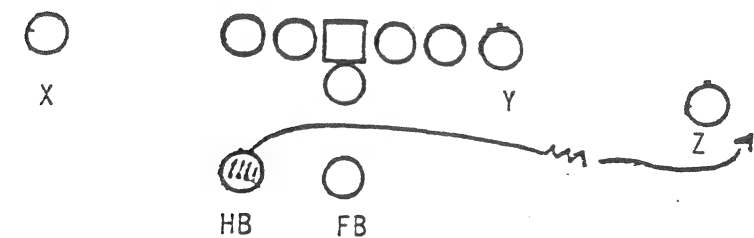
Z



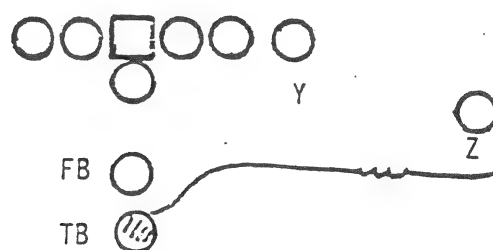
Z

FAR RT H JET

I RT TB JET

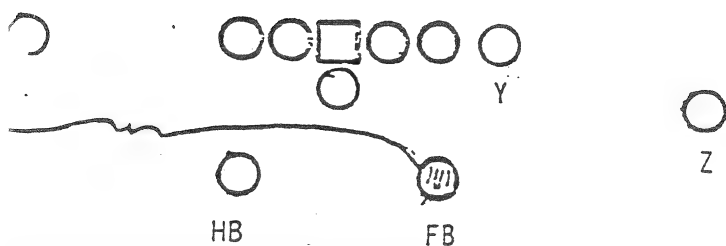


X

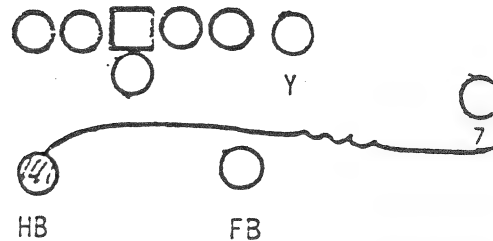


SPLIT RT F JET

SPLIT RT H JET

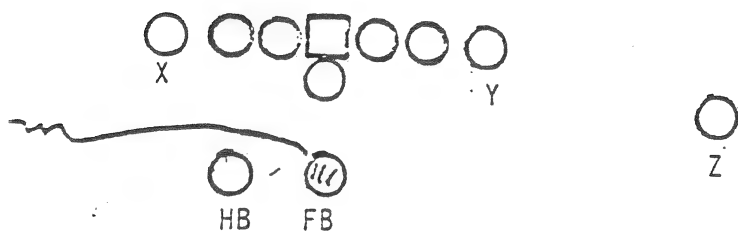


X

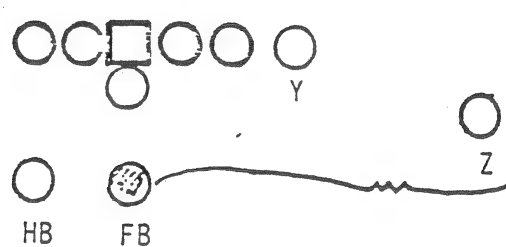


FAR RT TIGHT F JET

FAR RT F MOTION

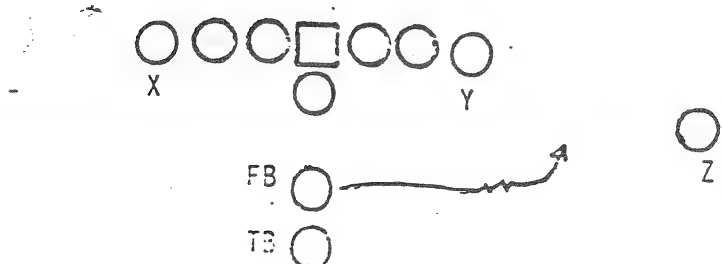


X

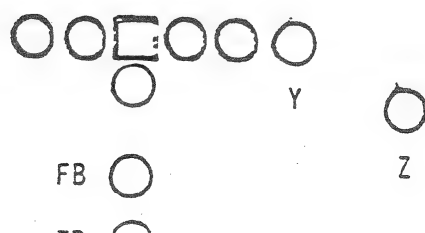


I RT TIGHT F SHORT

I RT WING TB SHORT



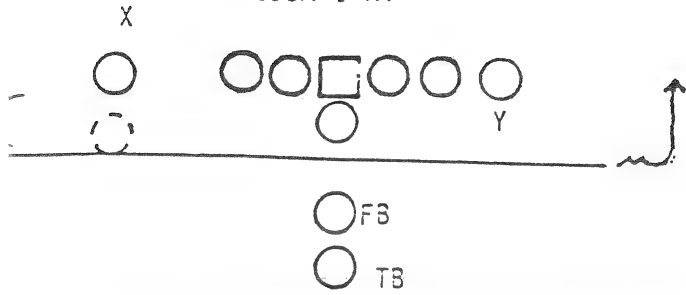
X



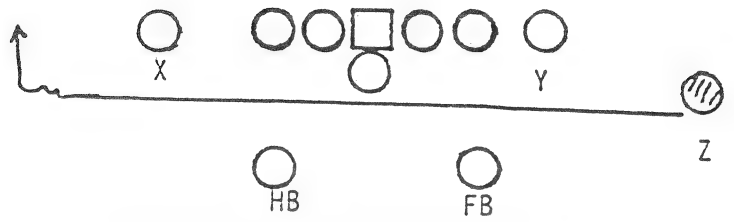
RECEIVER

MOTION

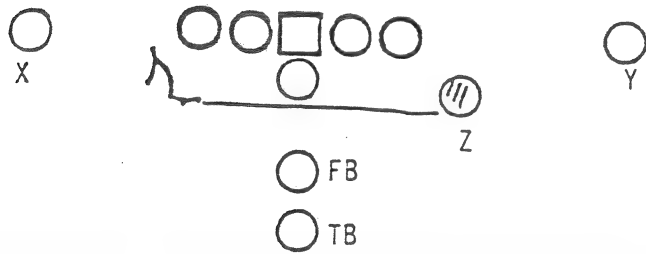
ZOOM I RT



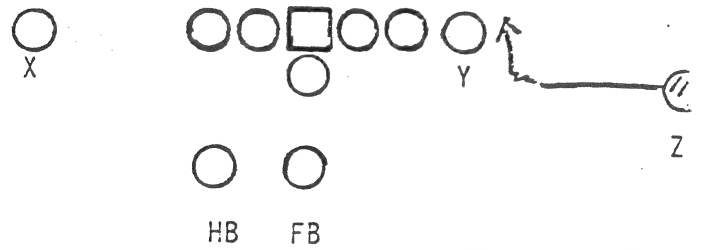
ZOOM SPLIT RT SLOT



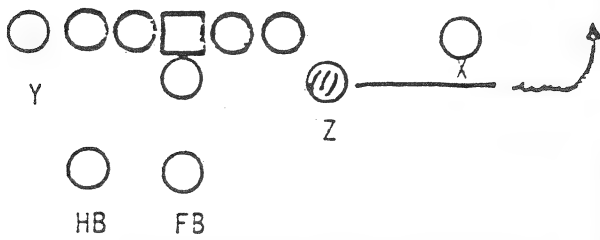
ZOOM SHORT I RT SLOT OPEN



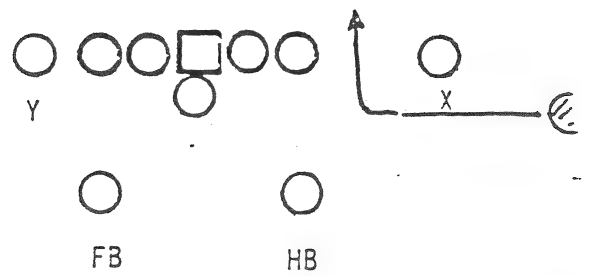
FAR RT ZIP



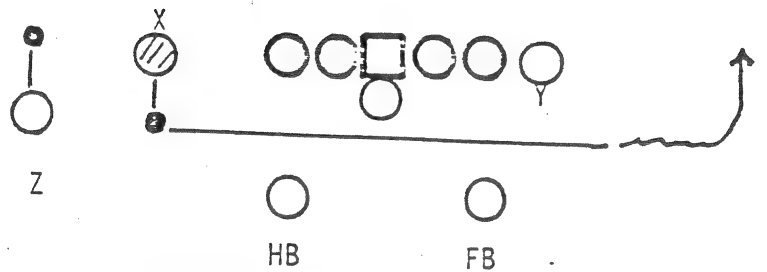
NEAR LT SLOT ZAP



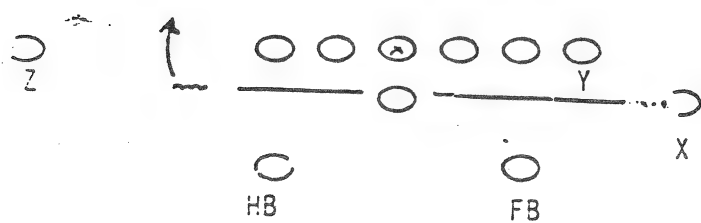
SPLIT RT SLOT ZIP



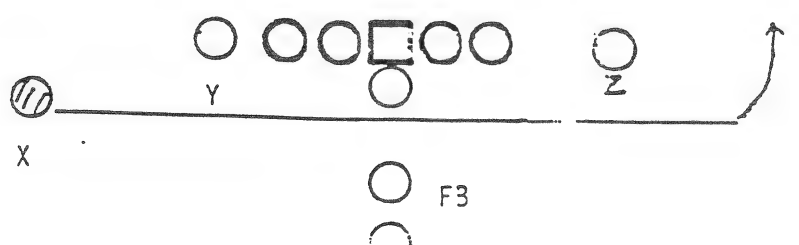
WHIZ SPLIT RT



WHIRL SPLIT RT SLOT

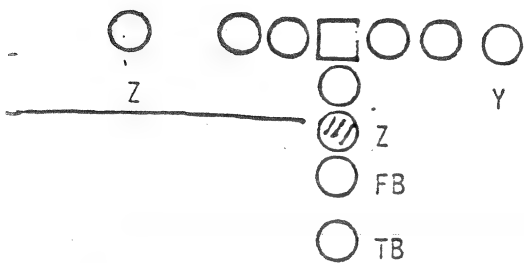


WHIZ I LT SLOT

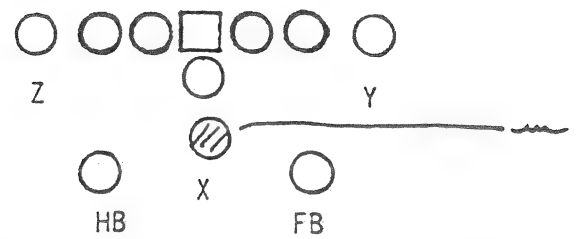


RECEIVER MOTION

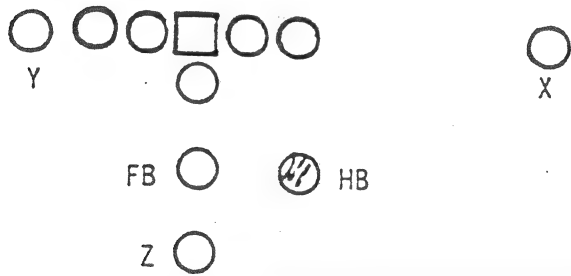
STACK ZOOM I RT SLOT



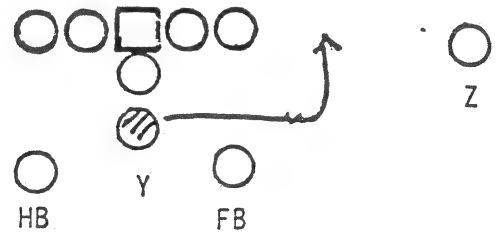
STACK WHIZ SPLIT RT TIGHT



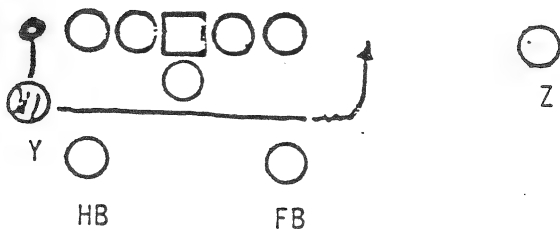
Z STACK FAR LT



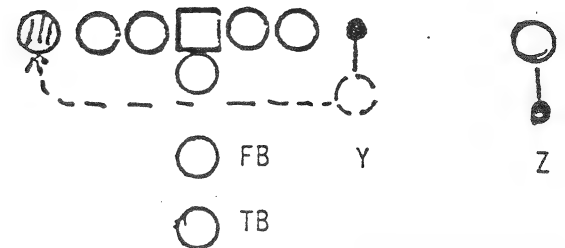
STACK FLY SPLIT RT



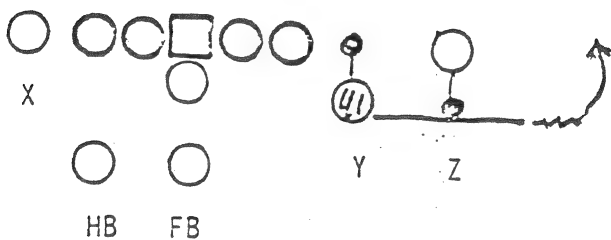
FLY SPLIT RT



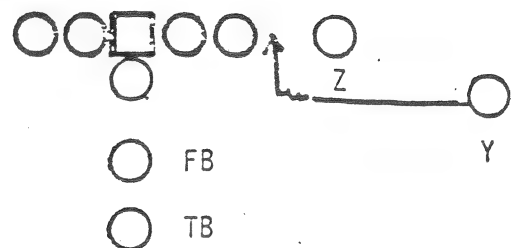
TRADE I LT



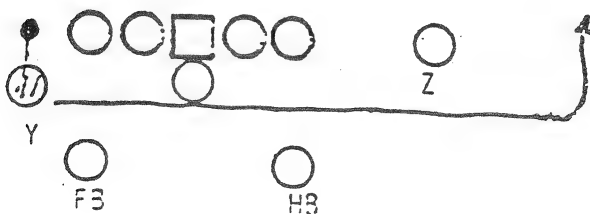
LONG FLY FAR RT TIGHT



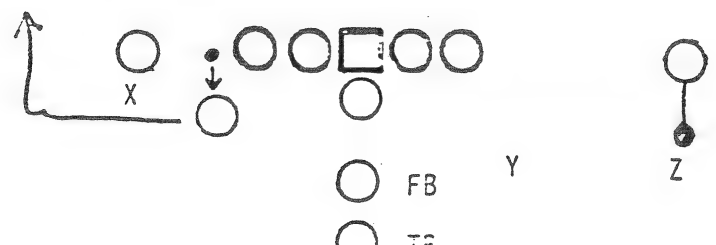
I RT FLY IN



LONG FLY CHANGE RT

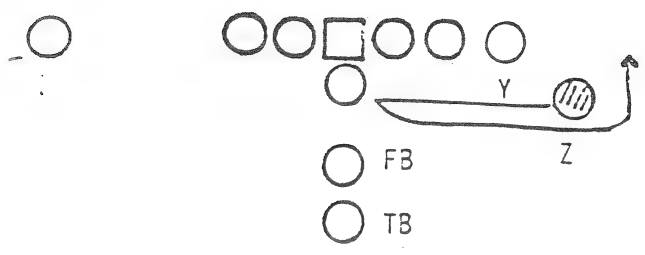


BUZZ I LT

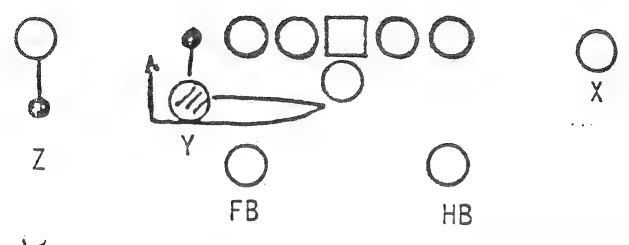


RECEIVER MOTION

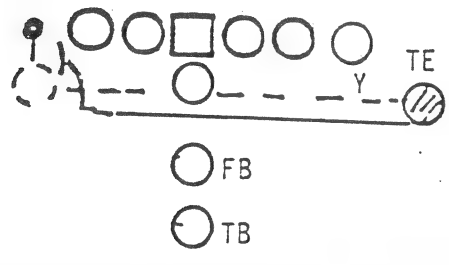
I RT FAKE ZOOM



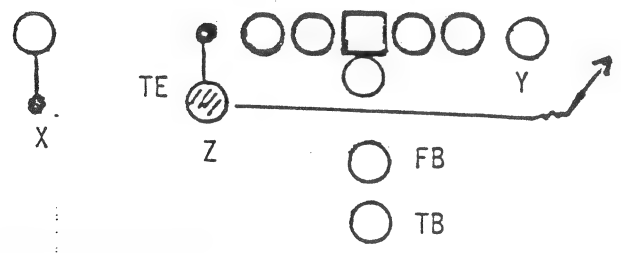
SPLIT LT FAKE FLY



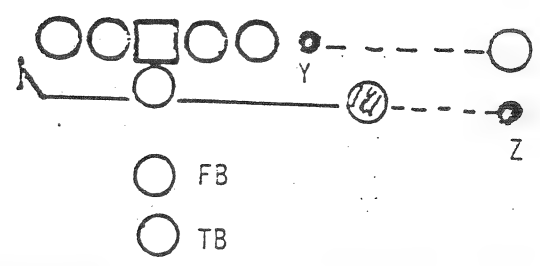
I RT PAIR ZING



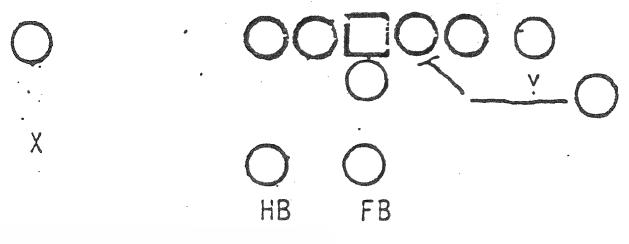
ZOOM I RT PAIR



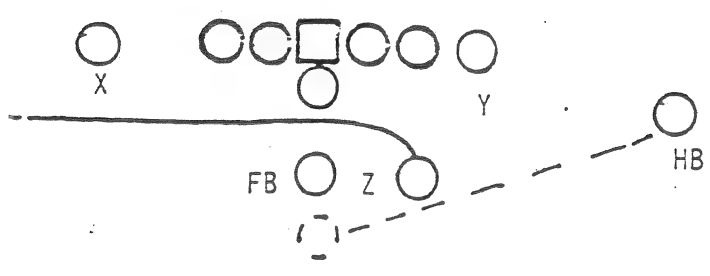
SHORT ZOOM I RT SLOT OPEN



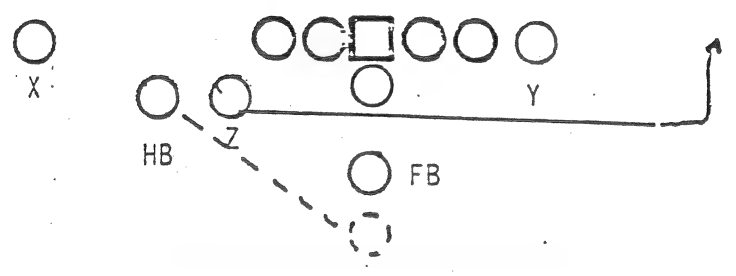
FAR RT PAIR SHORT



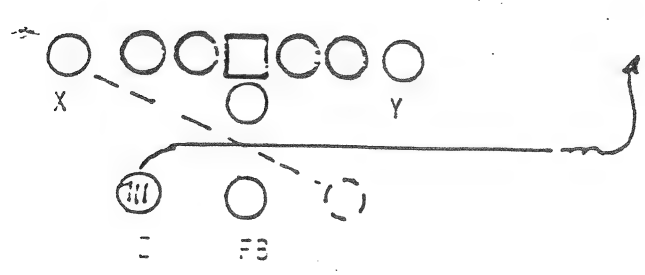
STACK ZOOM SPREAD RT



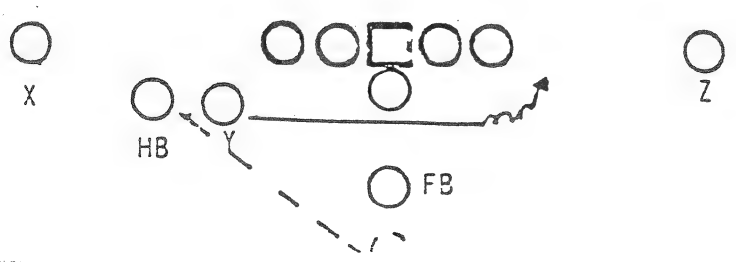
ZOOM HALF RT



STACK ZOOM FULL RT



FLY HALF RT



THE SHIFT

PROCEDURE

WHEN A QUICK COUNT IS CALLED LINE UP IN THE FORMATION CALLED; OTHERWISE, SHIFT TO AND FROM ALL FORMATIONS. ALL BACKS AND RECEIVERS MUST MOVE TO A NEW POSITION. THE DEFENSE MUST HONOR EACH FORMATION LOOK. THEREFORE, THE OFFENSIVE TEAM MUST GET SET AND THE QB MUST ATTEND TO THE USE OF THE CADENCE.

PRE SHIFT STANCE

1. OFFENSIVE LINE FOLLOW CADENCE RULES.
2. WIDE RECEIVERS 2 POINT UNLESS: TIGHT, WING, OR NASTY - 3 POINT
3. TIGHT END 3 POINT UNLESS SPLIT WIDE.
4. STACK CALL FOR X-Y-Z IS A 3 POINT.
5. BACKS 3 POINT UNLESS IN GUN/HB IN I/RB IN 2 BACK SETS.

THE SHIFT COUNT

1. A 3 COUNT SHIFT IS USED WHEN MOVING TO A NEW FORMATION.
2. NO SHIFT WHEN THE SNAP IS ON 1ST SOUND (HUT), SET OR GO.
3. ALL MOTION BEGINS ON RED (1ST HUT).

BACKFIELD RULES

HALFBACK

I/FAR/NEAR - MOVE ONCE ON 2ND COLOR
SPLIT/CHANGE - MOVE ONCE ON 1ST COLOR
FULL - HB AT WR
HALF - MOVE ONCE ON 1ST COLOR
SPREAD - MOVE ONCE ON 1ST COLOR
SINGLE BACK - MOVE ONCE ON 2ND COLOR
GUN FORM - MOVE ONCE ON SET

FULLBACK

I - MOVE ONCE ON 2ND COLOR
FAR/NEAR - NO MOVE
SPLIT/CHANGE - MOVE ONCE 2ND COLOR
FULL/HALF/SPREAD - NO MOVE
GUN FORM - MOVE ONCE ON 2ND COLOR

ALERT: SNAP COUNT ON 2ND COLOR. ALL SHIFTS ON 1ST COLOR. QB MUST PAUSE!

RECEIVERS

TIGHT END - START FROM OFF/OPEN/NORMAL - MOVE ONCE ON 1ST COLOR.
WIDE RECEIVERS - START FROM NASTY/NORMAL - MOVE ONCE ON 1ST COLOR.
SLOT - X DICTATES Z MOVE - CAN EXCHANGE

PASS SHIFT RULE: ROVER ALIGN OPPOSITE, OFF ON 1ST COLOR, SHIFT ON 2ND COLOR

TWO TIGHT END SHIFT RULE: Y ALIGN OPPOSITE, SHIFT ON 2ND COLOR

JUMP RULE: BACKS/RECEIVERS SHIFT ON 2ND COLOR

OUTSIDE RECEIVERS

INDIVIDUAL ROUTES

SECRET

RECEIVER PROGRESSION

SITUATION
 FORMATION
 PLAY
 ASSIGNMENT
 SPLIT
 P.S.L.
 STANCE (SEE THE BALL AND THE DEFENSE)
 RELEASE (ANGLE OF DEPARTURE (CLEAN/HELD UP)
 R.O.M. (SEE TWO DEFENDERS TO READ THE COVERAGE)
 BASIC PLAY
 ADJUSTMENT
 BLOCK - CONTACT POINT
 PASS _ BREAKING POINT
 CATCH
 RUN
 PRODUCTION/NO EXCUSES
 KNOW THE BIG PICTURE 1ST
 WORK ON THE LITTLE THINGS 2ND

WR TIPS VS. MAN COVERAGE

1. MUST BEAT DEFENDER WITH SPEED MOVES AT THE BREAKING POINT.
2. KNOW THAT THE DEFENDER READS YOU SHOULDERS AND HIPS, NOT YOUR HEAD FAKES.
3. STUDY YOURSELF TO SEE WHAT TIPS YOU UNCONSCIOUSLY GIVE THE DEFENDER THAT TELL HIM WHEN YOU ARE AT THE BREAKING POINT.

EXAMPLE:

- A. ARMS SPREAD AT BREAK
- B. YOU BECOME ERECT (& SHOW YOUR NUMBERS AT BREAK.
- C. ARMS STIFFEN AT BREAK.
- D. HANDS MAKE A FIST AT BREAK.
- E. -----AND OTHERS-----

WR TIPS VS ZONES

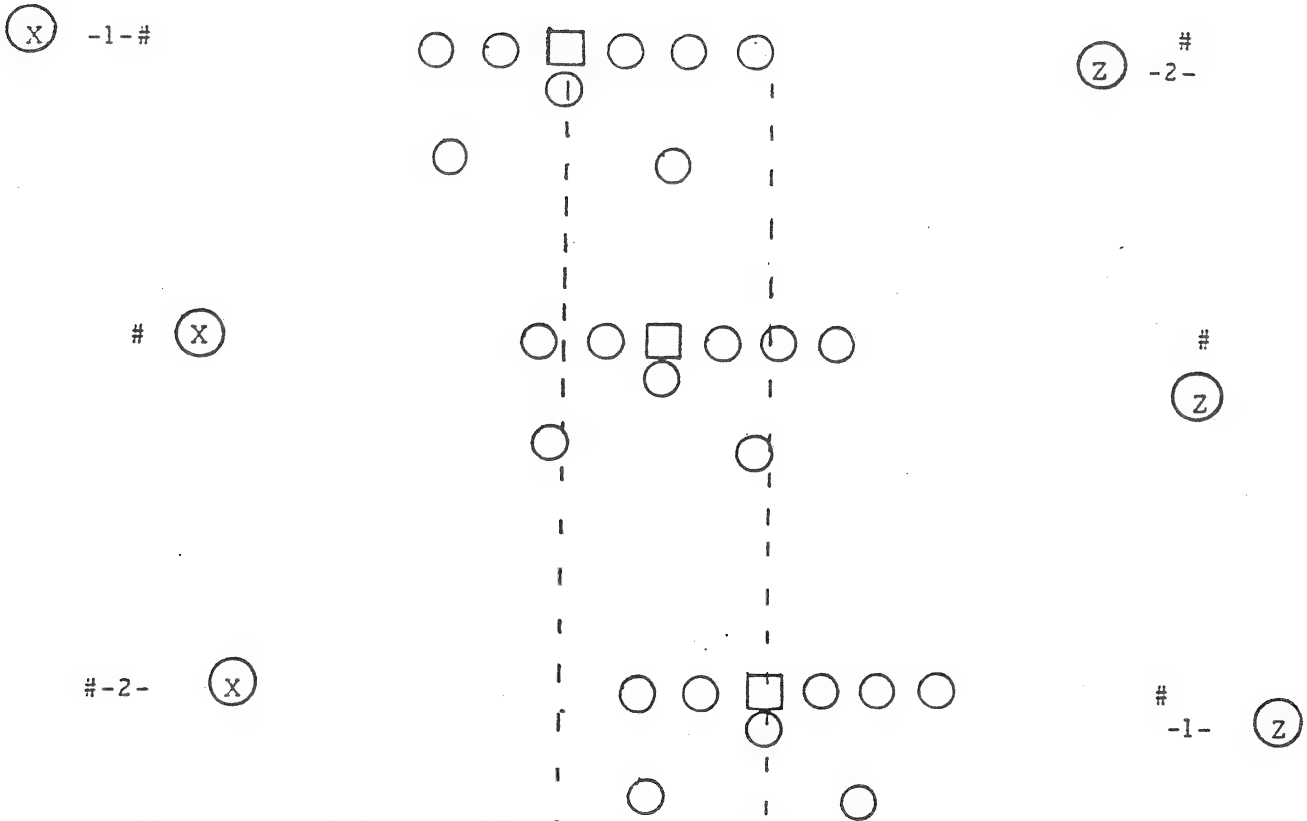
1. BE READY TO "SLIDE" TO OPEN AREA
2. GET DEEPER THAN THE LBERS SO THEY LOSE VISION OF YOUR ROUTE.
3. IF RUNNING A MOVING PATTERN, BE ALERT TO "SIT DOWN IN THE HOLE IN ZONES
4. WHEN YOU "SIT DOWN", SIGNAL THE QB BY TURNING YOUR SHOULDERS TOWARD THE PASSER. THIS TELLS HIM YOU ARE SETTLING DOWN.
5. BURST AT THE END OF YOUR PATTERN (BEFORE YOU BREAK) TO CREATE A CUSHION BETWEEN LBERS AND DB'S.

WR SPLIT RULES

INDR 2

X ROUTES 1,3,9

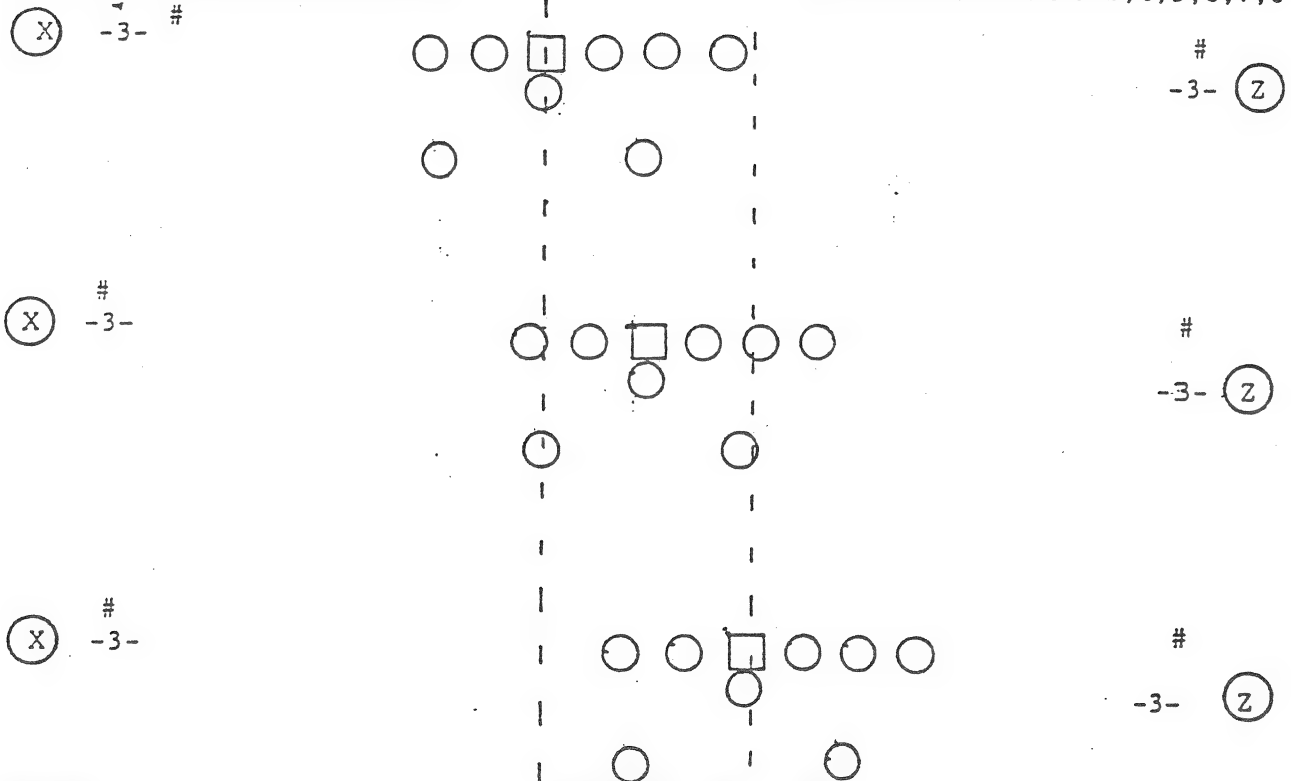
Z ROUTE 1,3,9



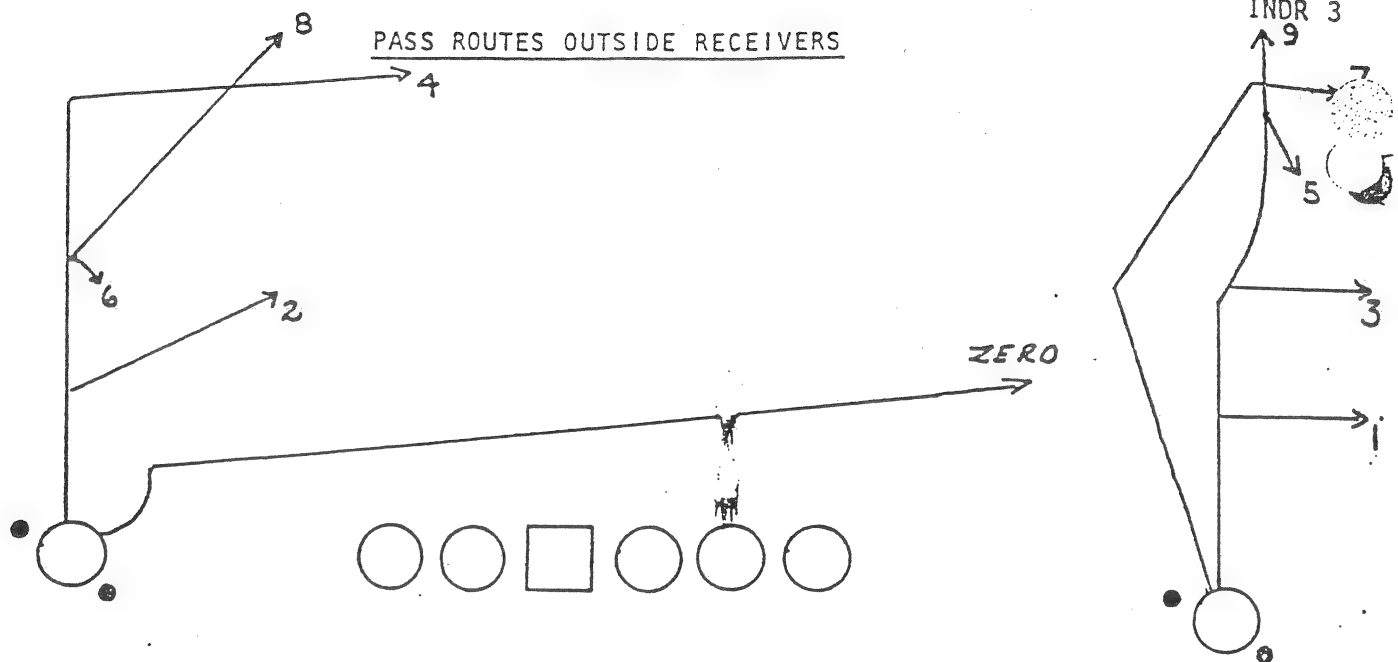
NOTE: WE WILL REFER TO THE ABOVE RULES AS THE 1-3-9 RULE

X ROUTES HITCH 2,4,5,6,7,8

Z ROUTES HITCH 2,4,5,6,7,8

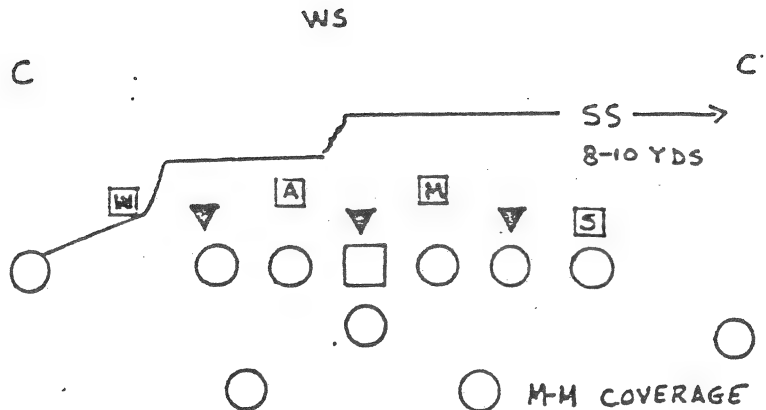
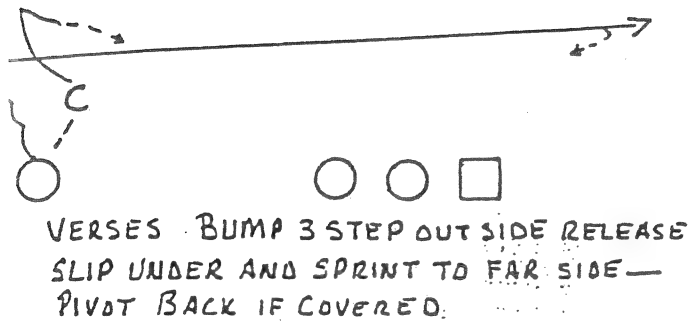
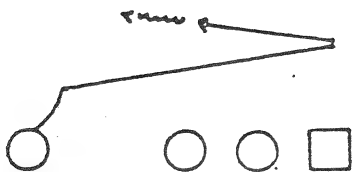


NOTE: WR'S WHEN WE SAY SPLIT NORMAL WE WANT YOU 3 YDS OUTSIDE THE NUMBERS. YOUR RULES WILL ALSO INCLUDE INSIDE NORMAL OR OUTSIDE NORMAL

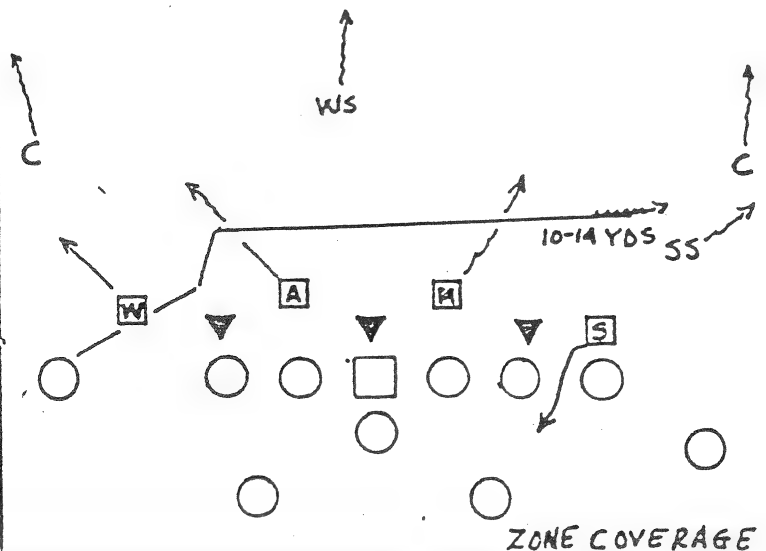


ZERO - TIGHTEN SPLIT, RELEASE INSIDE IMMEDIATELY AND CROSS TO THE OPPOSITE SIDE OF THE FIELD. DEPTH WILL VARY FROM 8 TO 14 YDS.

- 1 - DRIVE OFF THE L.O.S. 4 STEPS, BREAK OUT OFF THE INSIDE FOOT ON THE 4TH STEP. LOOK FOR THE BALL OUT IN FRONT.
- 2 - DRIVE OFF THE L.O.S. 5 STEPS, BREAK IN AT 45 DEGREES OFF THE OUTSIDE FOOT ON THE 5TH STEP.
- 3 - DRIVE OFF THE L.O.S. 6 STEPS, BREAK OUT OFF THE INSIDE FOOT ON THE 6TH STEP. LOOK FOR THE BALL OUT IN FRONT.
- 4 - DRIVE OFF THE L.O.S. TO THE 17 YD AREA, BREAK INSIDE OFF THE OUTSIDE FOOT ANGLING TO 20 YDS DEEP.
- 5 - DRIVE OFF THE L.O.S. TO THE 17 YD AREA. PIVOT OFF THE INSIDE FOOT AND COME BACK DOWN THE SIDELINE.
- 6 - DRIVE OFF THE L.O.S. TO 12-14 YDS. PIVOT OFF THE OUTSIDE FOOT AND COME BACK TO THE QB. DEEP 6 ROUTE 14-16 YDS.
- 7 - INSIDE RELEASE READ THE CORNER FOR ZONE/M-M BREAK TO OUTSIDE.
- 8 - DRIVE OFF THE L.O.S., BREAK INSIDE AT 12-14 YDS. LOOK FOR BALL IN 2 STEPS.
- 9 - SPRINT TO CORNER'S INSIDE SHOULDER, RUN THROUGH DEFENDER'S OUTSIDE SHOULDER.

VS BUMPFAKE ZERO

FAKE ZERO DRIVE TO THE BALL PIVOT
BACK OUTSIDE OFF THE UPFIELD FOOT M-M
RUN BACK OUTSIDE. ZONE/BACKET
LUL THE HOLE

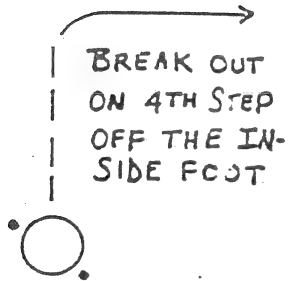
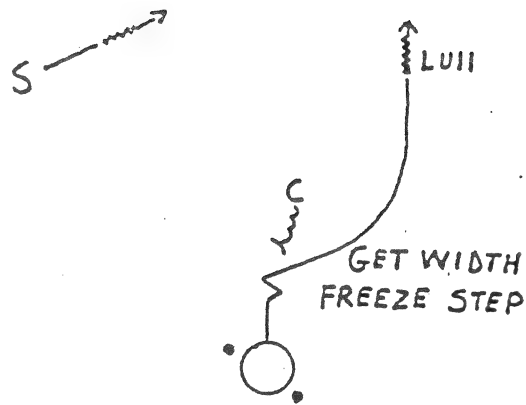
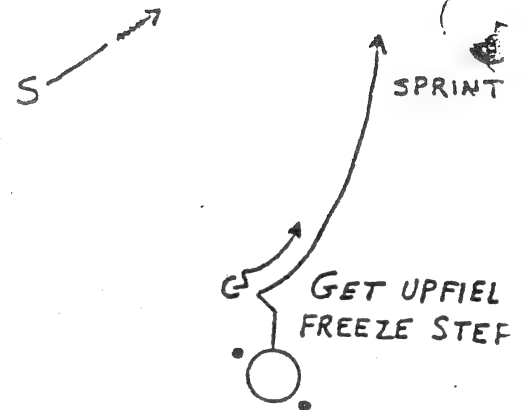


1. TIGHTEN SPLIT - NASTY 3-6 YDS
2. SPRINT TO GET TO THE OTHER SIDE OF THE BALL.
3. LOOK TO QB WHEN WANT THE BALL.
4. BE READY FOR THE QB TO STOP YOU WITH THE BALL.
5. READ THE COVERAGE WHILE RUNNING
6. KEEP MOVING UNDER CONTROL
7. M-M BE READY TO USE NOD-UP
8. ZONE BE READY TO LUL THE HOLE - DO NOT STOP

QB - KEY THE RECEIVER LOOK, ALERT FOR OPPOSITE LBER/CLOUD

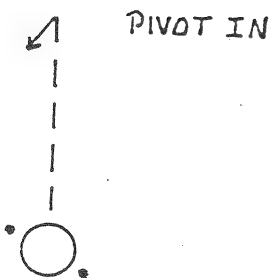
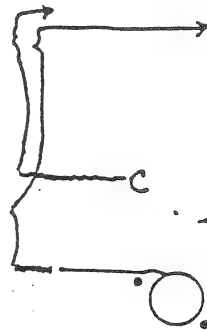
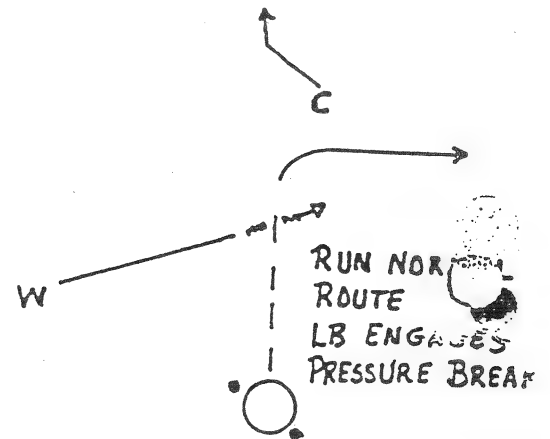
#1

INDR 5

CORNER OFFCLOUDBUMP

PUT THE BALL IN FRONT QB: ONLY THROW IF WR CLEAN

QB: ONLY THROW IF NO SAFETY COVER

HITCHZIP VS BUMPROCKET

THIS ROUTE IS A 4-STEP BREAK OFF THE INSIDE FOOT AT APPROXIMATELY 7 YDS.

HITCH 11 / 11 HITCH TELLS GIVEN RECEIVER TO PIVOT IN AT 7 YDS. HITCH HAS THE SAME ADJUSTMENTS AS #1 ROUTE.

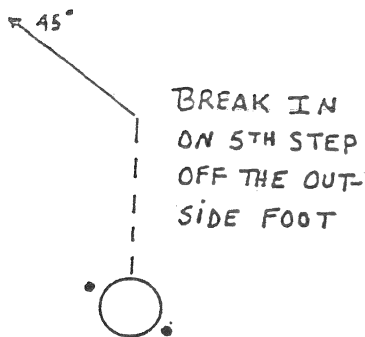
QUARTERBACK - 3 QUICK STEPS - PIVOT AND THROW

1. DO NOT TELEGRAPH
2. SEE COVERAGE AS YOU PIVOT
3. ONLY THROW FADE IF RECEIVER IS CLEAN
4. MUST PSL COVER LOOK - SAFETY CORNER ALIGNMENT
5. BE AWARE OF SS ALIGNMENT STRONG / WILLIE ALIGNMENT WEAK

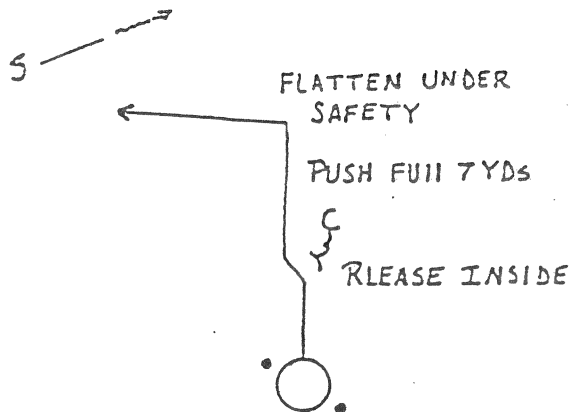
ALERT PUMP 1 _____ FOR CORNER WHO IS CLUER

ALERT PUMP HITCH 11 / 11 HITCH FOR CORNER WHO IS CLUER

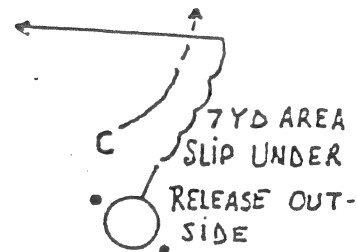
CORNER OFF



CLOUD



BUMP

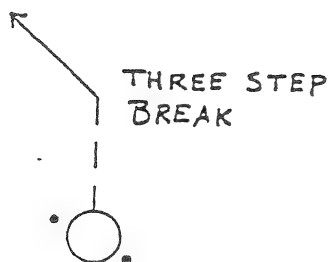


ANTICIPATE THROWING LANE

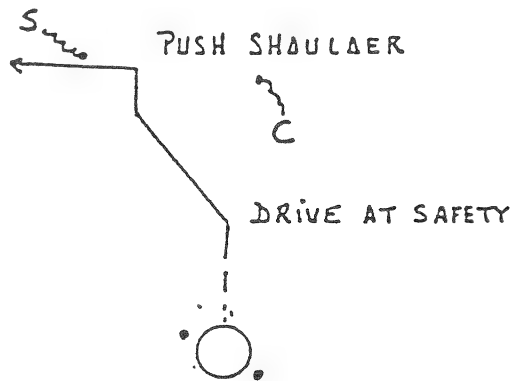
QB: ALERT TO HOLD THE BALL

QB: ALERT TO HOLD THE BALL

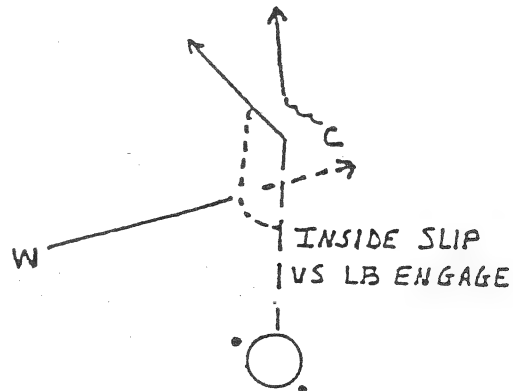
9 YD LINE IN



BRACKET



ROCKET



THREE QUICK STEPS

QB: ALERT TO HOLD THE BALL

THIS ROUTE IS EXPLOSION OFF THE L.O.S., NO FAKE AT THE BREAK. MUST BREAK DEEPER THAN THE UNDERNEATH COVERAGE. EXPECT THE BALL BETWEEN THE W-M BACKER. GET INSIDE THE CORNER VS CLOUD/BUMP.

QUARTERBACK

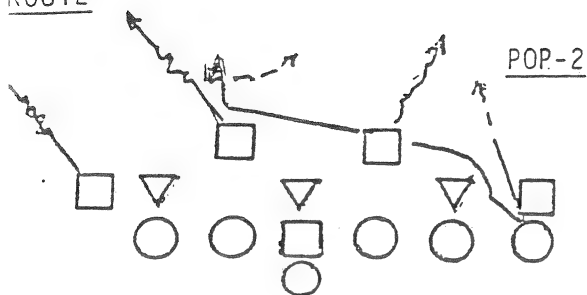
1. 3 BIG STEPS (+9 IN 3 QK) SET ON BACK FOOT.
2. ANTICIPATE LANE BETWEEN W-M BACKER
3. MUST ALLOW FOR CLOUD/BUMP ADJUSTMENT.
4. PSL SS ALIGNMENT, KNOW IF WS IS LOOSE/TIGHT.

ALERT PUMP 2 _____ BREAK ON SAFETY FOR AGGRESSIVE SAFETY.

PASS ROUTES

INSIDE RECEIVER

ROUTE

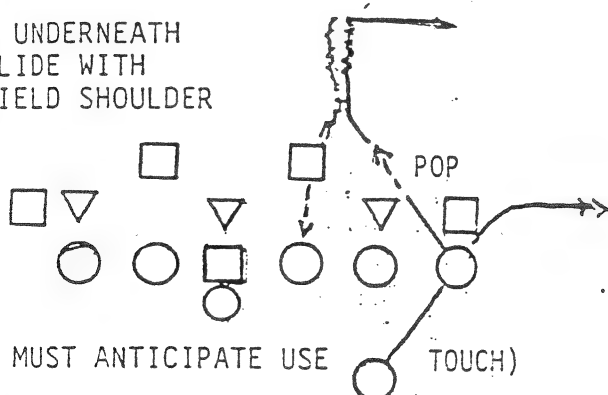


INSIDE RELEASE UNDER THE M LBKR. KEY THE
M LBKR. SET DOWN OVER TO OUTSIDE THE
POSITIVE TACKLE. BE A STATIONARY TARGET
3 YDS DEEP. ALERT TO UNCOVER.

2 INSIDE RELEASE NO BALL RUN ROUTE

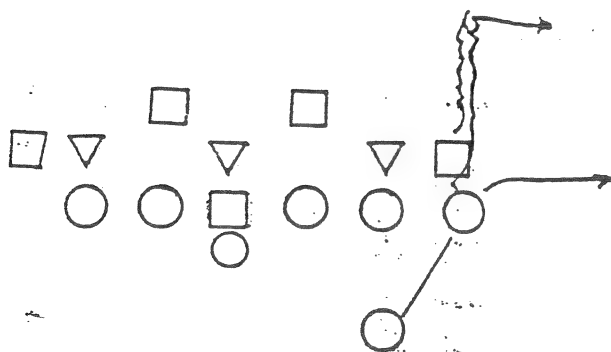
ROUTE VS ZONE/BANJO

BKR UNDERNEATH
COLLIDE WITH
UPFIELD SHOULDER



INSIDE RELEASE ALERT FOR POP VS M LBKR DOG.
ITE DEVELOPS FROM 7 TO 12 YDS DEEP. FORCE
COLLISION, LOSE GROUND OUT OF THE BREAK.
OW IT DOWN.

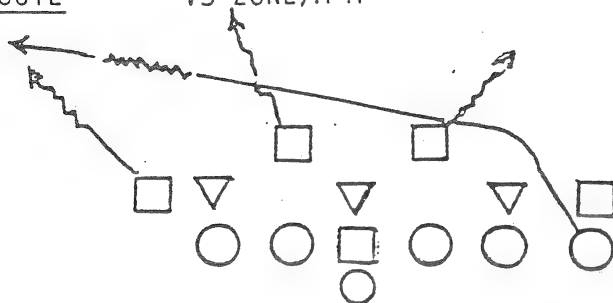
OUTE VS M-M



INSIDE RELEASE VS SAM BKR INSIDE M-M LOCK
Y. PRESSURE SAM BKR AND LOSE AROUND ON
BREAK.

4 ROUTE

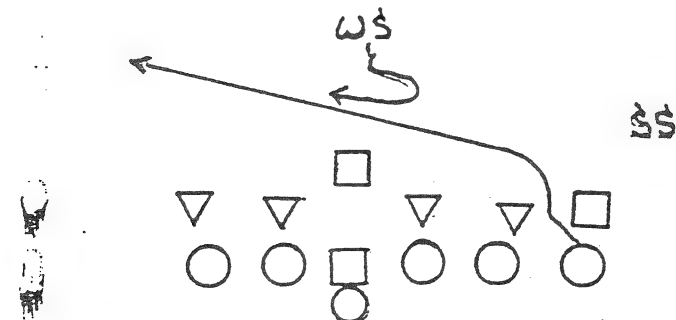
VS ZONE/M-M



INSIDE RELEASE AND SPRINT TO FAR SIDE OF FIELD
GET PAST NEAR M LBKR LOCATE W BKR. FOR LULL
AREA. DEPTH 10-14 YDS FAR SIDE.

DO NOT BE HELD UP - SO NOT DRIFT

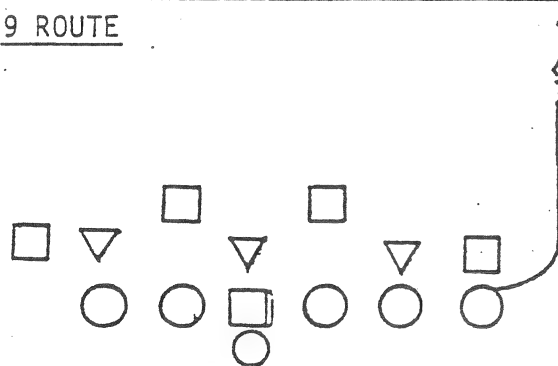
H ROUTE VS SLIDE



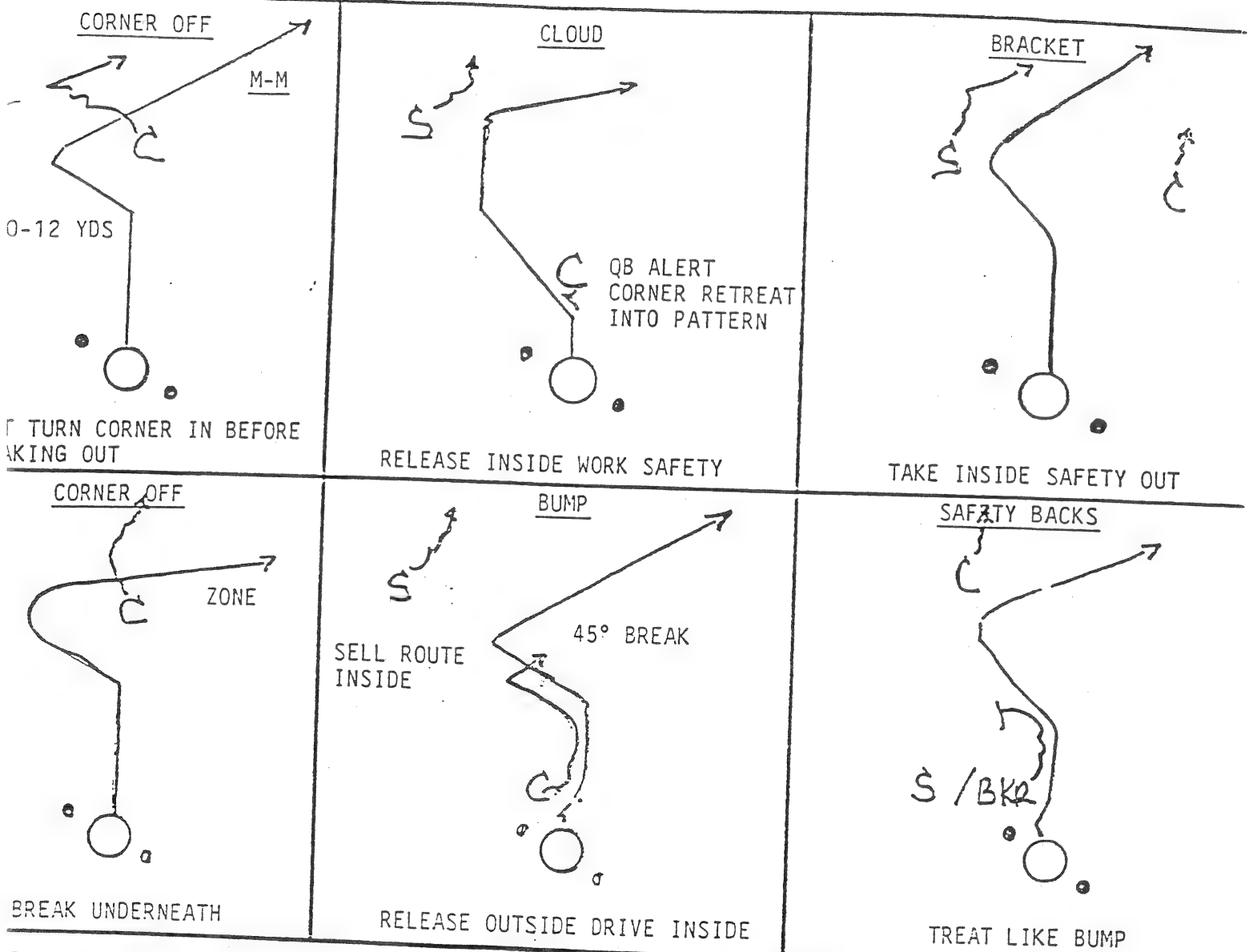
VERSUS SLIDE FLATTEN AND RUN UNDER THE WK
SAFETY TO FAR SIDE.

INSIDE 4 IS #1 IN 844 PROGRESSION

9 ROUTE



OUTSIDE RELEASE MUST NOT BE HELD UP. AVOID
BEING BUMPED OFF COURSE. LOOK FOR BALL IN THE
15-20 YD AREA. DO NOT STOP OR SLOW DOWN IF
94 CALLED. CALL LUSS AT 93 CALLED. SPRINT
WHEN 495 COMBINATION CALLED.



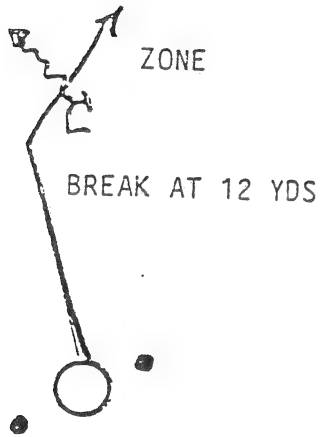
BASIC SPLIT SAME AS BASIC 7. SHARP POST MOVE AT 10-12 YD AREA. MUST SELL POST (AT LEAST 5 STEPS). BREAK BACK OUTSIDE UNDER THE CORNER, UNLESS THE CORNER SQUATS IN TWILIGHT AREA - THE GO BEHIND.

FROM PLUS TWENTY TO THE 9 YD LINE THE RUNNING POINT OUT OF THE BREAK IS THE NEAR FLAG.

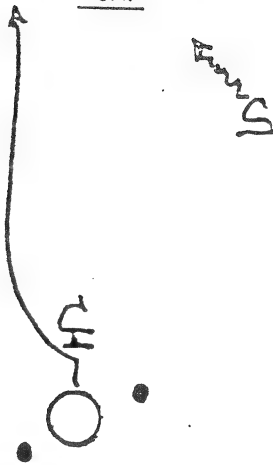
FROM THE PLUS 9 YD LINE IT IS THE FAR FLAG.

QUARTERBACK

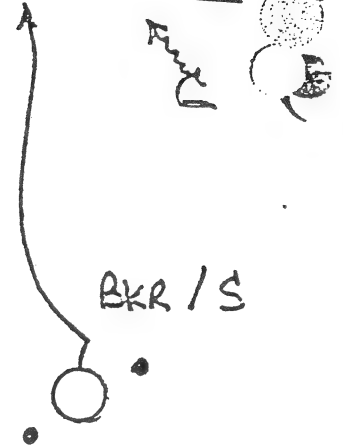
1. SEVEN STEP DROP - GET DEPTH FAST - CANNOT DELIVER LATE.
 2. MUST READ THE COVERAGE WITH THE RECEIVER FOR ADJUSTMENTS.
- DO NOT THROW IF CORNER IS OUTSIDE WATCHING YOU.
- BE AWARE OF THE CLOUD CORNER RETREATING INTO THE PATTERN.

CORNER OFF

RELEASE AT O/S SHOULDER

BUMP

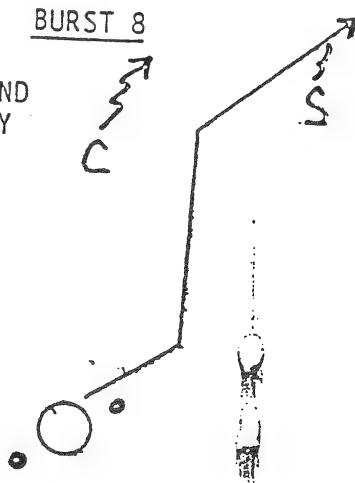
RELEASE O/S THE CORNER

BACKER/SAFETY ON

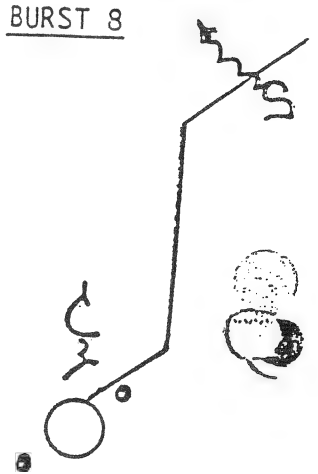
RELEASE OUTSIDE

CORNER OFF

ATTEN BREAK VS M-M

BURST 8DEEP BEHIND
THE SAFETY

SLANT BURST-RUN BEHIND SAFETY

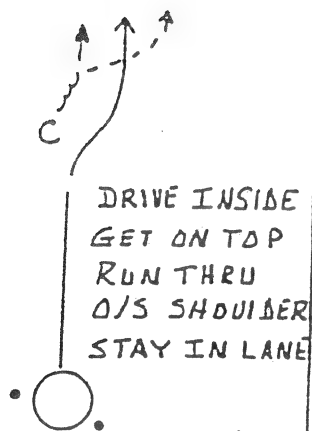
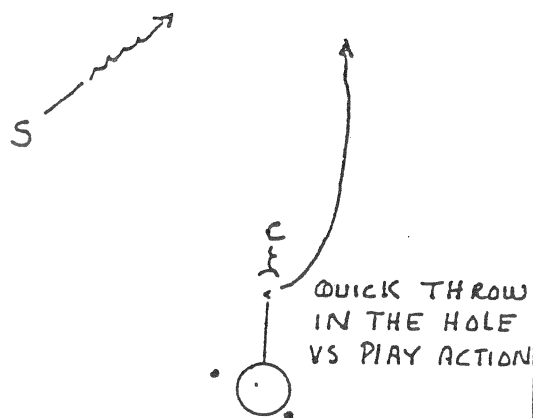
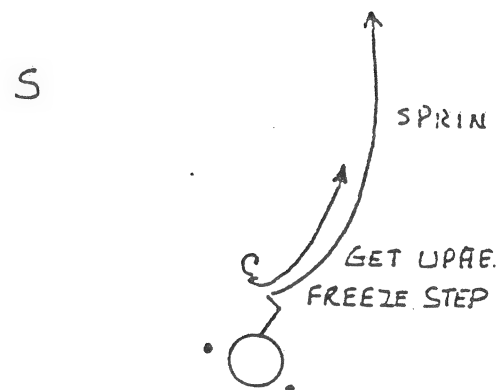
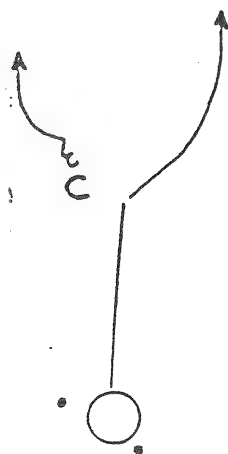
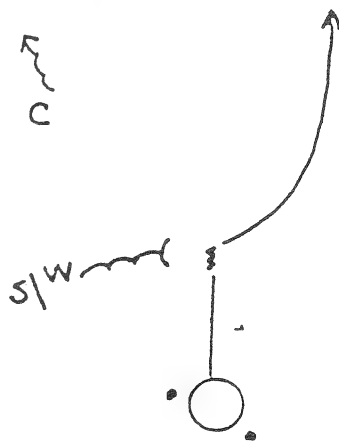
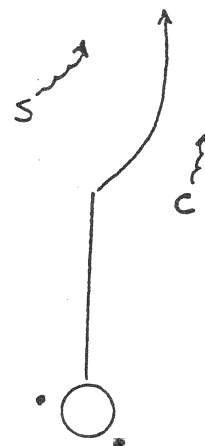
BURST 8VS CLOUD
VS BUMP

GET INSIDE CORNER/WORK SAFETY

DRIVE AT THE OUTSIDE HIP OF THE CORNER. BREAK INTO SEAM AT 12 YDS - INSIDE THE CORNER AWAY FROM THE SAFETY, SO QB CAN THROW THE BALL ON TIME INTO SEAM.

VS 18 RECEIVER RELEASE INSIDE VS CLOUD/BUMP VS BURST 8 RELEASE INSIDE VS CLOUD/BUMP
QUARTERBACK

1. BASIC 8 - ONLY THROW VS PERFECT LOOK
2. MUST NOT PULL RECEIVER INTO THE SAFETY.
3. 5 BIG STEPS HITCH STEP - DELIVER BALL ON TIME INTO SEAM.
4. 18 VS BUMP/CLOUD BE READY FOR RECEIVER ADJUSTMENT.
5. RECEIVER SHOULD CATCH THE BALL RUNNING.

CORNER OFFCLOUDBUMPSIDE OUT ON CORNER
CORNER INSIDE CLUERMUST RELEASE OUTSIDE CLOUD
LINEBACKER/SAFETY ON WRQUICK 9 VERSES Bump
BRACKETWIDTH OUTSIDEUSE CLOUD RELEASERUN COURSE - SPLIT DEFENDERS

EXPLODE OFF THE L.O.S. INSIDE OUT ON THE CORNER, RUN THE CORNER DOWN.

THIS IS A MECHANICAL ROUTE - STAY ON COURSE - THE RECEIVER MAY END UP INSIDE OR OUTSIDE THE CORNER.

DO NOT LOOK FOR THE BALL UNTIL THE 40 YD AREA DOWNFIELD. VS BUMP BEAT THE CORNER ON THE L.O.S. - SPRINT UPFIELD

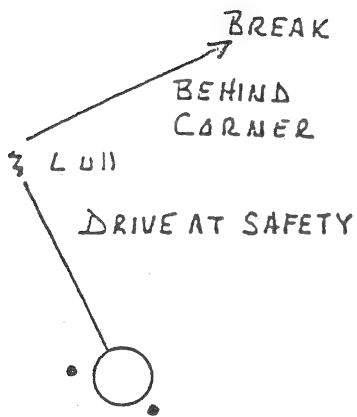
QUARTERBACK

1. 5 BIG STEPS HITCH STEP AND THROW/PIVOT THROW VS CLOUD/BUMP.
2. THE BALL MUST BE THROWN ON TIME WITH ARC.
3. THE BALL IS UP IN THE AIR BEFORE THE RECEIVER CLEARS THE CORNER - MAKE THE RECEIVER DIG FOR THE BALL.
4. VS BUMP BE ALERT FOR QUICK-9.
5. VS CLOUD ONLY THROW IN THE HOLE IF THE CORNER IS NOT RETREATING.
6. QB P.S.L. COVER LOOK FOR COMPLETE 1-ON-1

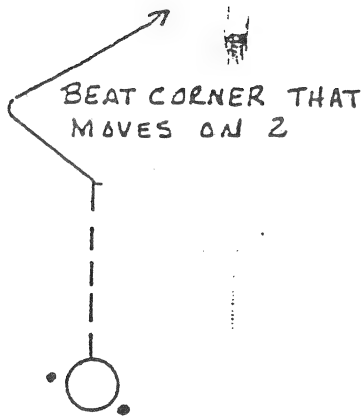
989/969 - RECEIVER TAKE BEST RELEASE, BUT STAY OUTSIDE

LO HI 2 - RECEIVER MUST RELEASE OUTSIDE CLOUD/BUMP

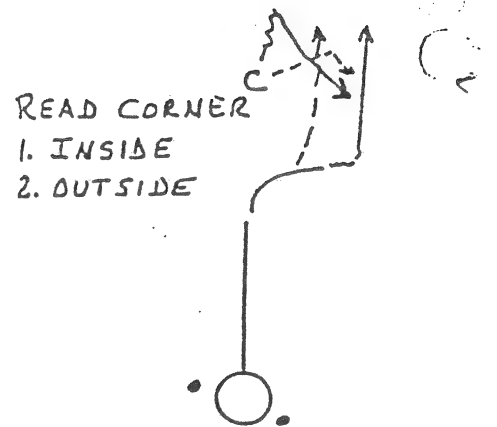
V-OUT



ZIG

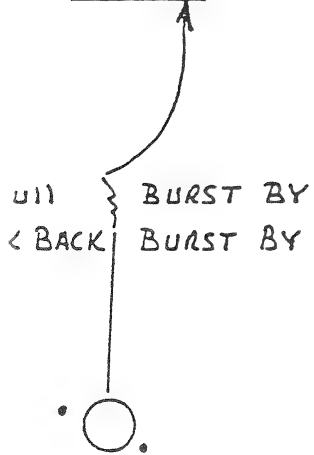


3 PUMP



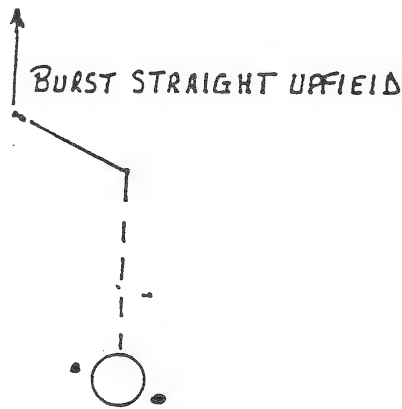
ED WITH PLAY PASS

STALK GO



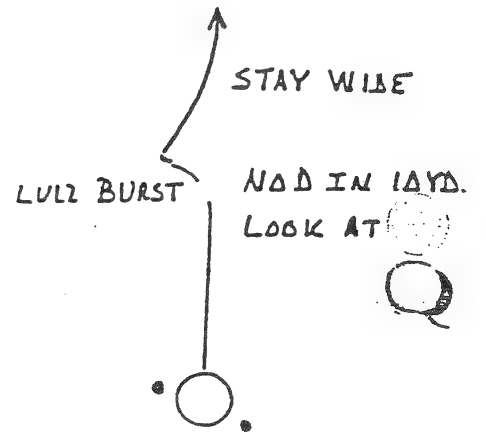
OFF THE 2 ROUTE

2 PUMP



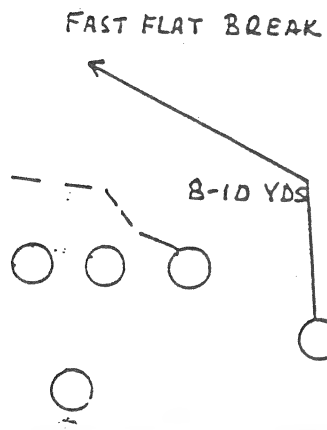
BREAK 3 OUT AT 10 YDS

6 PUMP



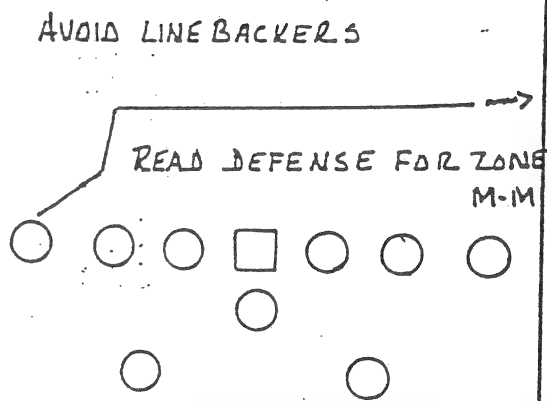
D WITH PLAY PASS

FAST 8



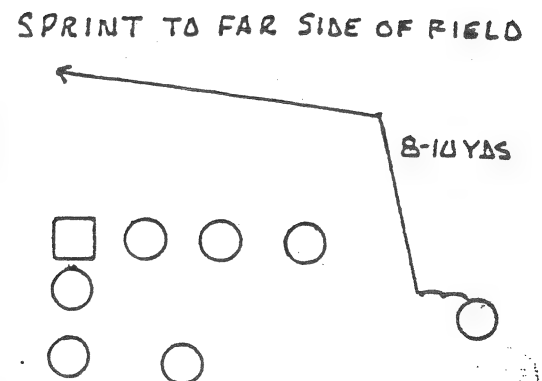
BEAT AGGRESSIVE SAFETY

SPURT 4

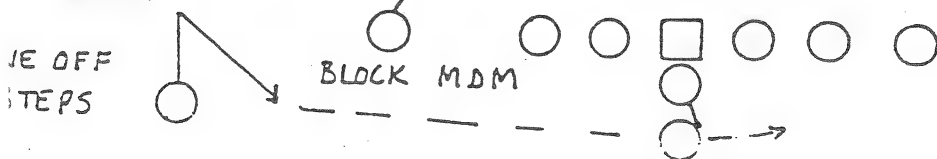


BEAT CORNER PLAYING FOR 6

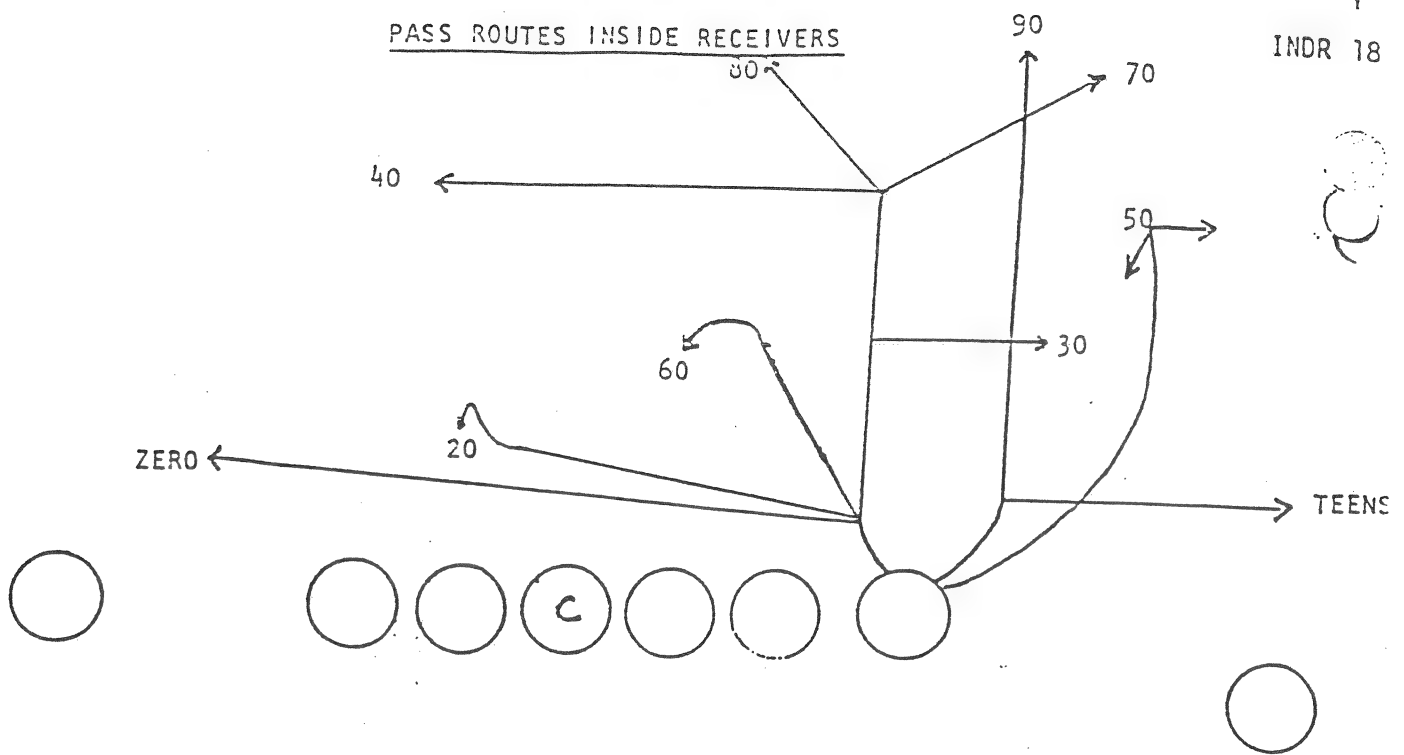
FAST 4



SPOT



INSIDE RECEIVER
INDIVIDUAL ROUTES



ZERO - RELEASE INSIDE, CROSS TO THE OPPOSITE SIDE

10 (TEENS) - RELEASE OUTSIDE DRIVE UP FIELD. 1 STEP BREAK DIRECTLY TO THE SIDELINE
LOOK FOR BALL OUTSIDE OF WR POSITION

20 - RELEASE INSIDE CROSS TO SPOT OVER OPPOSITE TACKLE SET DOWN AT 7 YDS.

30 - RELEASE INSIDE, DRIVE UPFIELD. PRESSURE M BACKER. BREAK OUT 7-9 YD AREA.

40 - RELEASE INSIDE. DRIVE UPFIELD TO THE 10 YD AREA. CROSS TO OPPOSITE SIDE.

50 - RELEASE OUTSIDE INTO SEAM 12 YDS DEEP. READ COVERAGE FOR HOOK OR OUT.

60 - RELEASE RELATIVE TO PATTERN CALL. DRIVE TO 8-12 YD AREA. PIVOT INSIDE TO THE QB.

70 - BEST RELEASE PUSH UPFIELD TO 10-12 YD AREA. READ COVERAGE. VS M/M BREAK TO CORNER.
VS ZONE SAIL INTO DEAD AREA.

80 - BEST RELEASE. PUSH UPFIELD TO 10-12 YD AREA. READ COVERAGE.

90 - RELEASE OUTSIDE INTO SEAM AND SPRINT STRAIGHT UPFIELD.

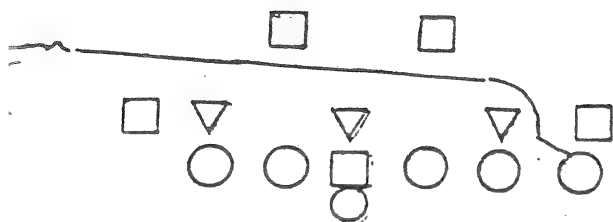
(ALERT ON INSIDE RELEASE ROUTES CHECK QB FOR POP)

PASS ROUTES

INSIDE RECEIVER

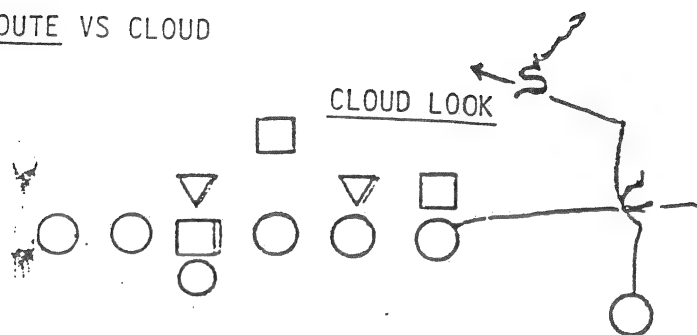
INBR-

"O" ROUTE



INSIDE RELEASE UNDER THE LBKR'S. GET TO THE FAR SIDE OF THE FIELD, THEN LOOK FOR THE BALL - USUALLY OUTSIDE THE FAR HASH MARKS, NO DEEPER THAN 5 YDS DEEP. LULL FAR SIDE/VIS DOG LOOK QUICKER.

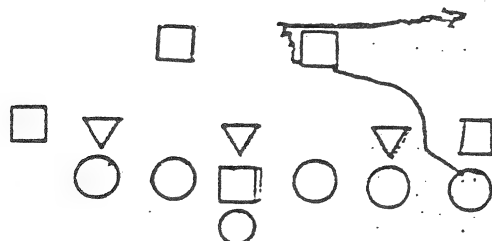
1 ROUTE VS CLOUD



QB ALERT SKY/CLOUD LOOKS
1 KEY SS VS SKY.
2 KEY CORNER VS CLOUD.

FAKE "O"

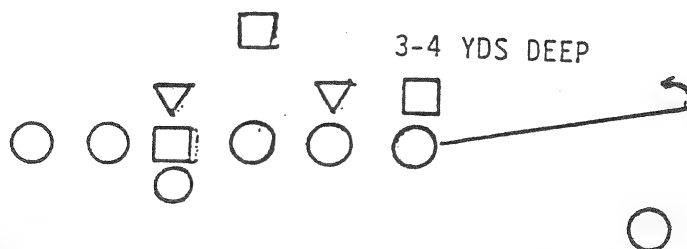
COLLISION LBKR



INSIDE RELEASE PUSH PAST M BKR TO THE CENTER. VS M-M COMEBACK OUTSIDE, VS ZONE SETTLE IN HOLE. BE 7-12 YDS DEEP.

1 ROUTE (ARROW TECHNIQUE)

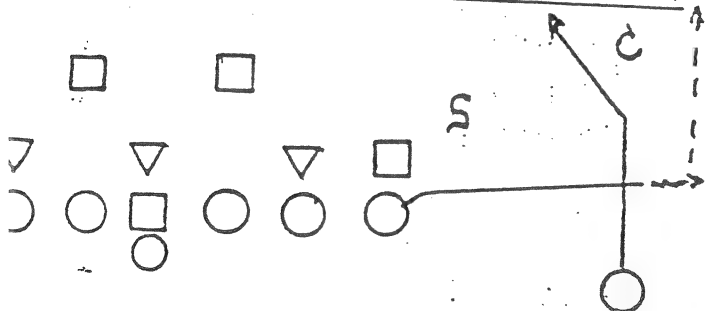
ROLLED LINE PUMP



OUTSIDE RELEASE DIRECTLY ON A COURSE THAT WILL END UP 3-4 YDS DEEP 5 YDS FROM THE SIDELINE. SET DOWN. FACE THE QB. BE STATIONARY. BE ALERT! THE BALL MAY BE THROWN LATE. CATCH THE BALL SPRINT DIRECTLY UP THE SIDELINE.

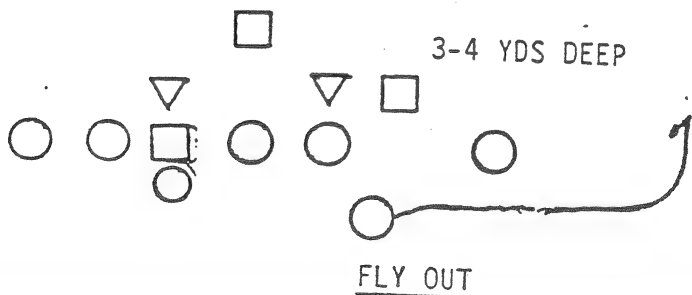
ROUTE (FLAT TECHNIQUE) VS SKY

DOTTED LINE PUMP 1



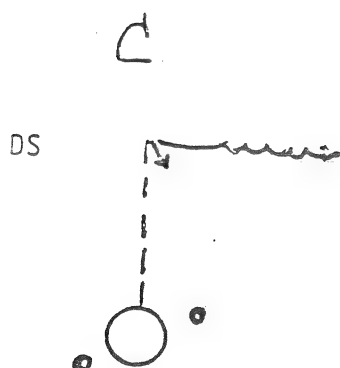
INSIDE RELEASE 1 STEP UPFIELD THEN FLATTEN, IN PARALLEL TO THE L.O.S. READ THE OUTSIDE DEFENSE. LOOK FOR THE BALL IN THE AREA OUTSIDE THE WR BKR DOG-LOOK FOR BALL QUICKER.

1 ROUTE (ARROW TECHNIQUE) TE MOTION



2 DELAY

CORNER OFF



1/KEY QB FOR DELAY

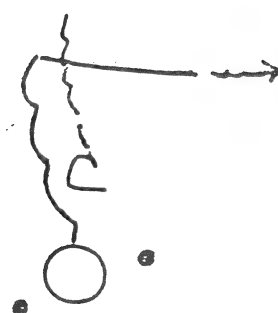
CLOUD

PRESSURE
THEN DELAY



GET INSIDE THE CORNER

BUMP



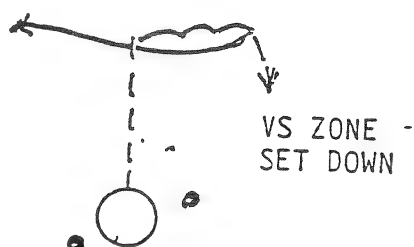
3 STEP OUTSIDE RELEASE

LINEBACKER ON



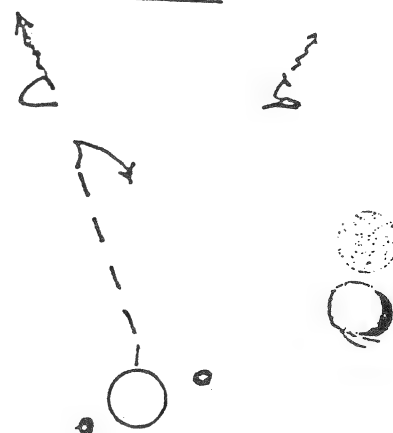
RELEASE AROUND BKR

FAKE-DELAY



DRIVE 5 YDS INSIDE-SELL DELAY

BRACKET



DRIVE O/S DEFENDER STOP

BASIC 2 DELAY - DRIVE UPFIELD 5 STEPS (7 YDS) BE READY FOR THE BALL
VS LOOSE COVERAGE, QB LOOKS TO YOU, DELAY INSIDE UNDER THE LINEBACKERS.
RECEIVER MUST DRIVE THE CORNER OFF, FIND THE NEAR M BACKER.

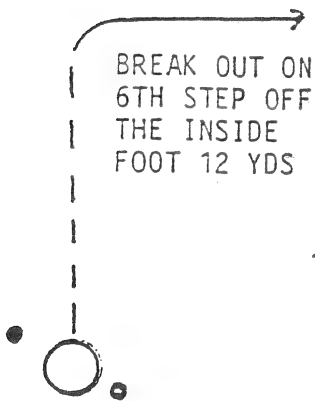
1. BACKER DEEP - DELAY INSIDE
 2. BACKER INSIDE WAITING - STAY OUTSIDE IN THE DEAD AREA
 3. VS BUMP/CLOUD GET INSIDE THE CORNER
 4. FAKE DELAY - DRIVE UPFIELD 5 YDS RELEASE INSIDE FAST WHEN DEFENSE FOLLOWS
- PIVOT OUTSIDE - VS ZONE SET DOWN IN DEAD AREA

QUARTERBACK

1. 7 STEP DROP - FIND THE INSIDE BACKER
2. KEY THE RECEIVER ALLOW FOR ADJUSTMENT - SO NOT LEAD THE RECEIVER

#3

CORNER OFF

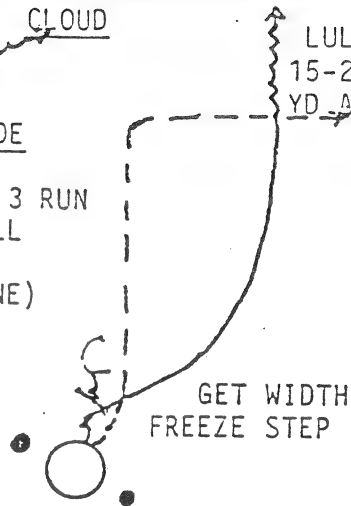


AT THE BALL IN FRONT

CLOUD

BASIC 3 FADE

ROSE-SALLY 3 RUN
ROUTE VS ALL
DEFENSES
(DOTTED LINE)



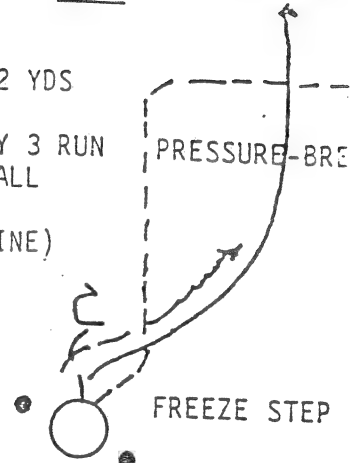
QB: ONLY THROW IF CLEAN

LULL
15-20
YD - AR

BUMP

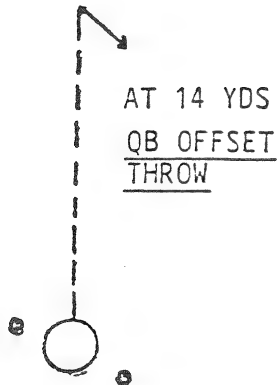
BASIC 3 12 YDS

ROSE-SALLY 3 RUN
ROUTE VS ALL
DEFENSES
(DOTTED LINE)

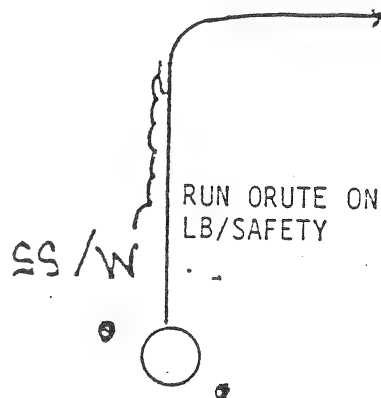


QB: ONLY THROW IF CLEAN

DEEP 3

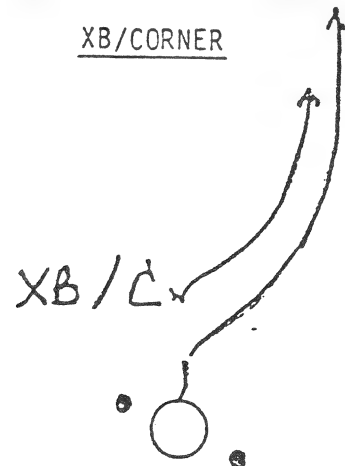


LINEBACKER/SAFETY ON WR



WR CREATE THROWING LANE

XB/CORNER



WR PUSH TO 15 YDS COMEBACK

THIS IS A MECHANICAL ROUTE. RELEASE STRAIGHT OFF THE L.O.S. MAKE SURE TO GO THE PROPER NUMBER OF STEPS - BE UNDER CONTROL AT THE TOP OF THE ROUTE.

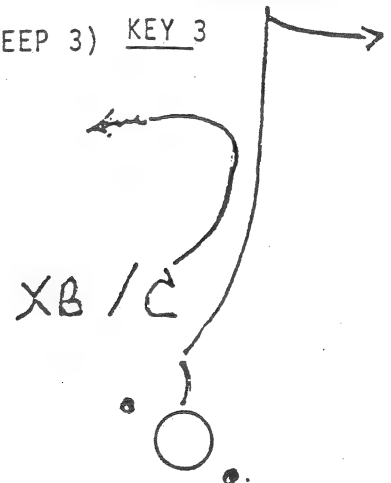
RECEIVER

- 1. DO NOT STOP YOUR FEET, DO NOT SHOW YOUR NUMBERS ON THE BREAK.
- 2. KNOW IF THE PLAY IS SALLY/ROSE
- 3. MUST RELEASE OUTSIDE VS CLOUD!

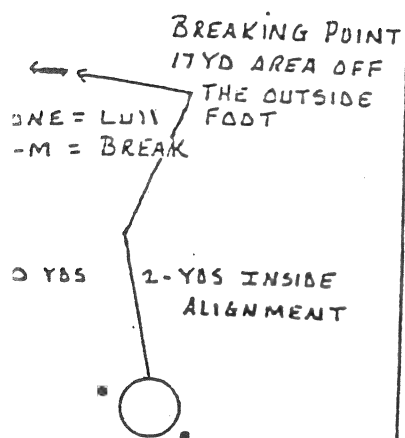
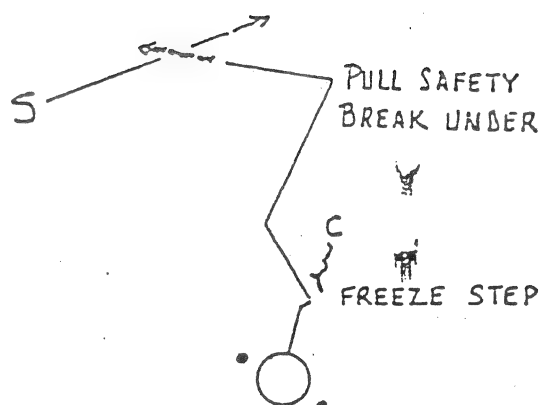
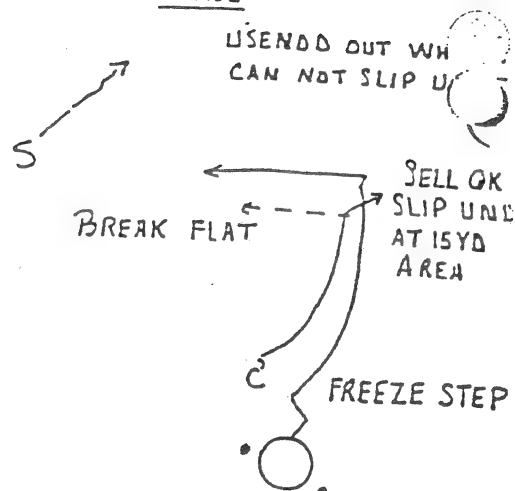
QUARTERBACK

- 1. 5 QUICK STEPS PIVOT - THROW/HANG ON THE BACK FOOT SO CAN ADJUST. VS DEEP 3 HITCH STEP.
- 2. LOOK FOR THROWING LANE TO THE RECEIVER, NONE THERE DO NOT THROW.
- 3. P.S.L. SS ALIGNMENT FOR COVER LOOK.
- 4. FADES ARE ONLY GOOD IF SAFETY IS LATE/CORNER FLAT FOOTED.
- 5. QUICK GO IS BEST VS COVER 1/1 FREE BUMP.

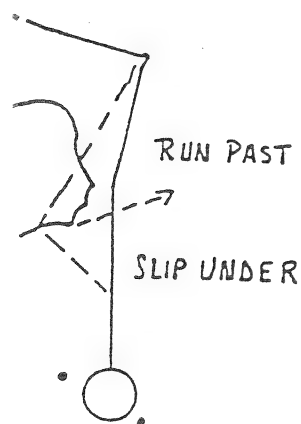
(DEEP 3) KEY 3



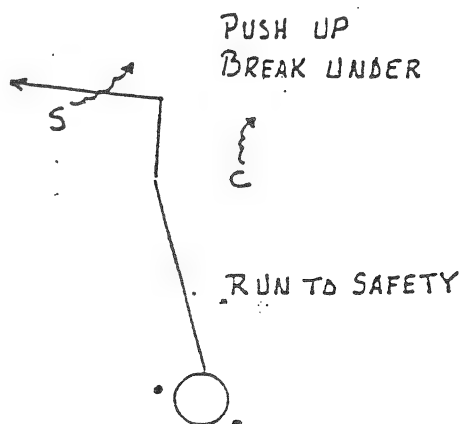
VS HUMP WR PIVOT OUT AT 2 YDS DEEPER THAN 1ST DOWN DEPTH - NO LESS THAN 12 YDS DEEP.

CORNER OFFCLOUDTRAILSIDE RELEASE

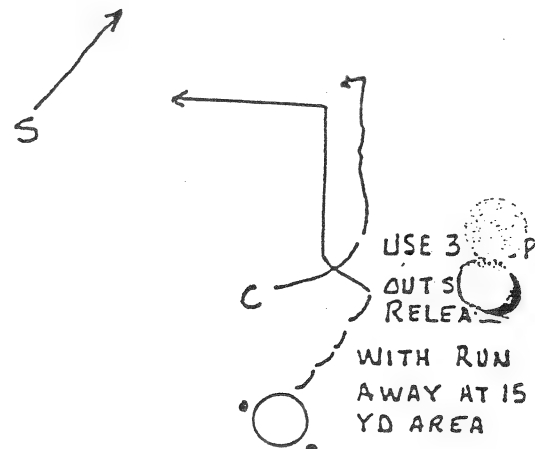
NEBACKER/SAFETY OUT



RELEASE INSIDE - PUSH OUT

BRACKET

SELL QK 9 THEN SLIP UNDER

BUMP

BEAT SAFETY

CORNER TURNS HIPS

DRIVE OFF THE L.O.S. USING 2 YDS INSIDE YOUR SPLIT AND 10 YDS DOWNFIELD AS THE AIMING POINT. PUSH BACK OUTSIDE AWAY FROM THE SAFETIES. GET YOUR DEPTH (17 YD AREA) BREAK INSIDE SMOOTHLY OFF THE OUTSIDE FOOT AT AN ANGLE. DO NOT STOP OR TURN YOUR NUMBERS TO THE QB.

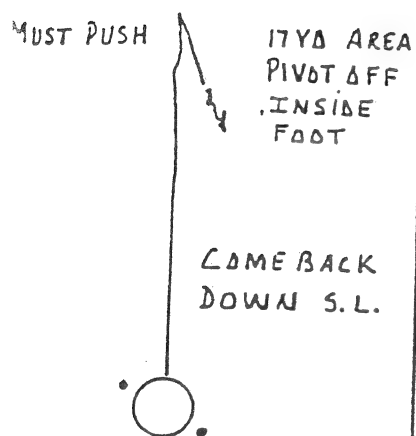
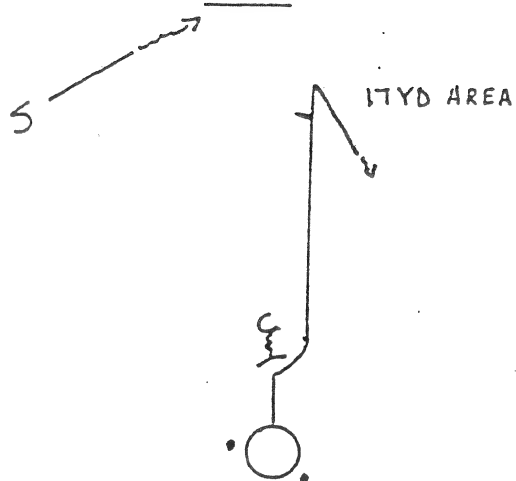
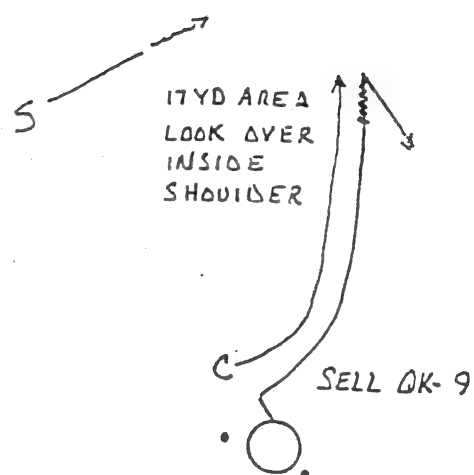
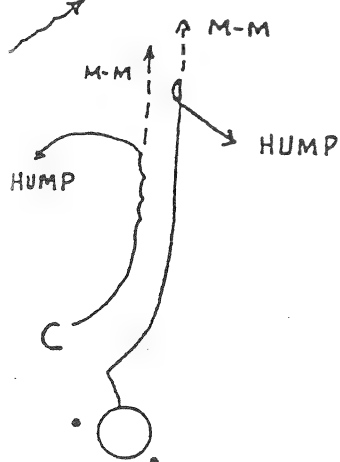
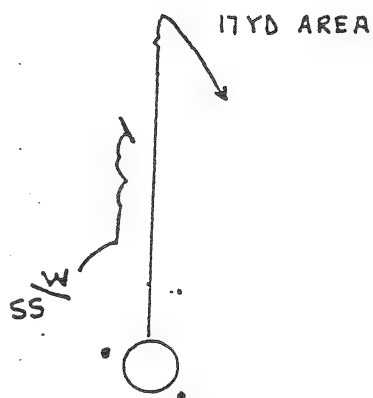
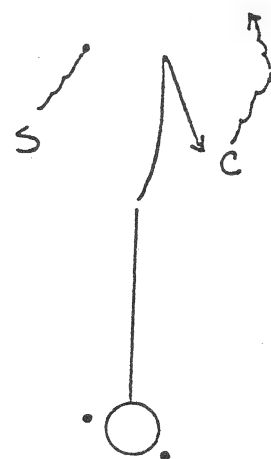
RECEIVER MUST BE UNDER CONTROL ON THE BREAK - QB WILL THROW TO THE OPEN HOLE.

QUARTERBACK

1. THROW ON EITHER SIDE OF THE UNDERNEATH COVERAGE. AS THE RECEIVER MOVES ACROSS THE FIELD.
2. FIND THE OPEN HOLE - SHORT ARC THE BALL INTO THE HOLE.
3. THE BALL MUST BE CAUGHT BEFORE THE RECEIVER GETS TO THE SAFETY.
4. VS CLOUD THE RECEIVER WILL OPEN ON EITHER SIDE OF THE SAFETY.
5. VS BUMP THE RECEIVER WILL BREAK QUICKER AND FLATTER
6. THROWN OFF 7 STEP DROP

FAST - 4 RECEIVER BREAKS ROUTE OFF AT 10 YD AREA, SPRINTS TO FAR SIDE.

#5

CORNER OFFCLOUDBUMPMECHANICAL ROUTEKEY 5MUST RELEASE OUTSIDE
LINEBACKER/SAFETY OUTMUST RELEASE OUTSIDE
BRACKETSTATIONARY PAST 1ST DOWNSAME AS CLOUD/BUMPCOME BACK SHARPER/OUTSIDE 6

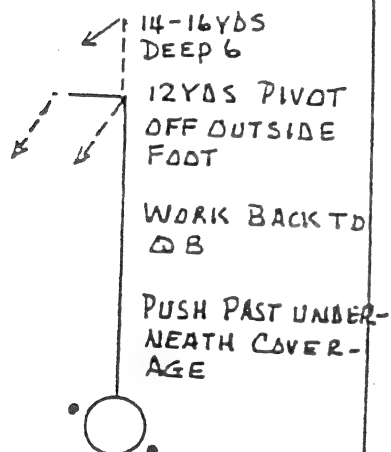
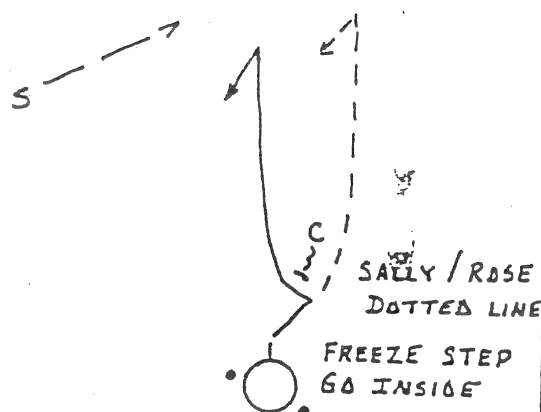
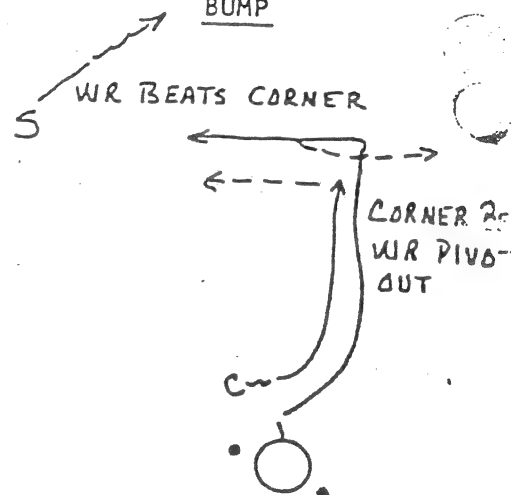
THIS IS A MECHANICAL ROUTE. BREAK IN 17 YD AREA DOWNFIELD OVER YOUR POSITION ON THE L.O.S. YOU COULD BE INSIDE OR OUTSIDE THE CORNER. YOU MUST PUSH UPFIELD, SELL THE CORNER DEEP BEFORE PIVOTING OFF THE INSIDE FOOT. RELEASE OUTSIDE VS CLOUD/BUMP.

KEY - TELLS THE RECEIVER TO ADJUST ROUTE TO COVERAGE.

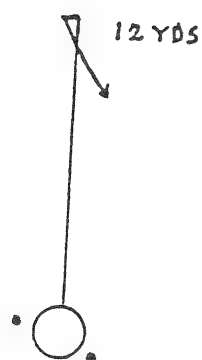
COME BACK DOWN THE SIDELINE

QUARTERBACK

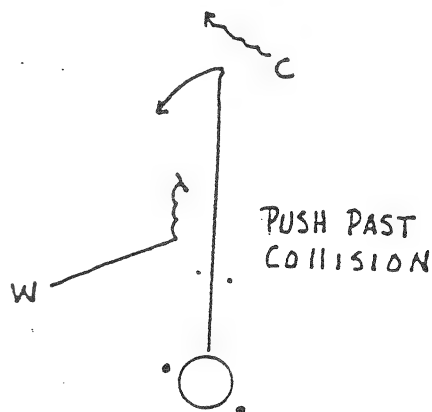
THIS ROUTE IS USED AS AN OUTLET ROUTE OFF OF 7 STEP DROP PASSES AND WITH THE HB OPTION. PUT THE BALL WHERE THE RECEIVER CAN GET TO IT ALONG THE S.L.

CORNER OFFCLOUDBUMPIE CORNER OFF

INSIDE COVERAGE
(UNDER COVERAGE)
LBER/SAFETY

BASIC 6 RELEASE INSIDE CLOUD

ROCKET/LINEBACKER/SAFETY ON

BREAK IN AT 10 YD AREA

BRACKET

T BACK TO QB OUTSIDERELEASE OUTSIDE COLLISIONDRIVE AT SAFETY

PUSH PAST SKY/WILLIE COLLISION - STAY OUTSIDE. WORK BACK TO QB.

IF THE UNDERNEATH COVERAGE TAKES THE LANE AWAY STEP INSIDE WORK TO QB

IF THE CORNER/UNDERNEATH COVERAGE TAKES INSIDE LANE AWAY PIVOT BACK TO OUTSIDE.

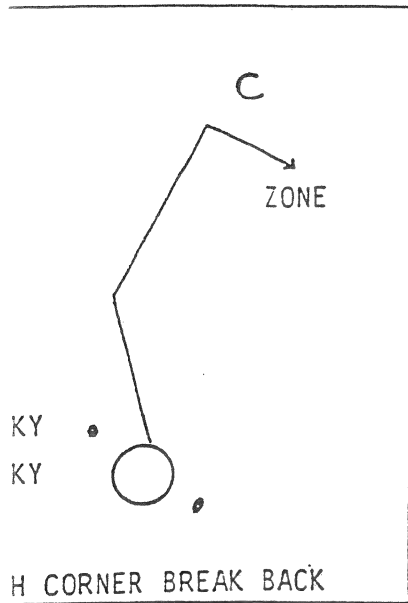
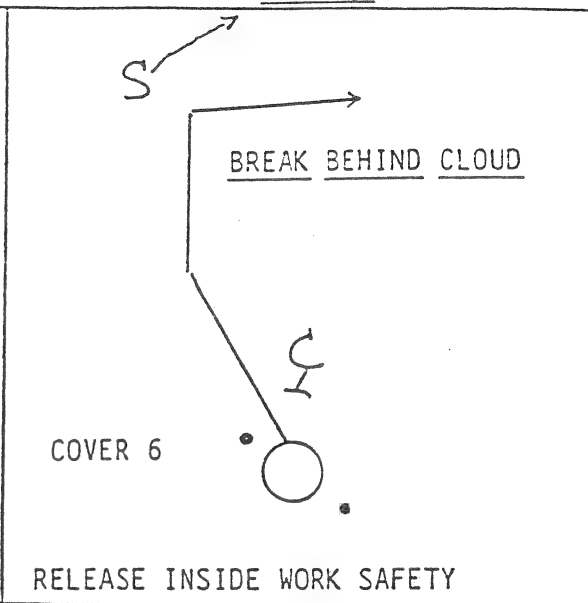
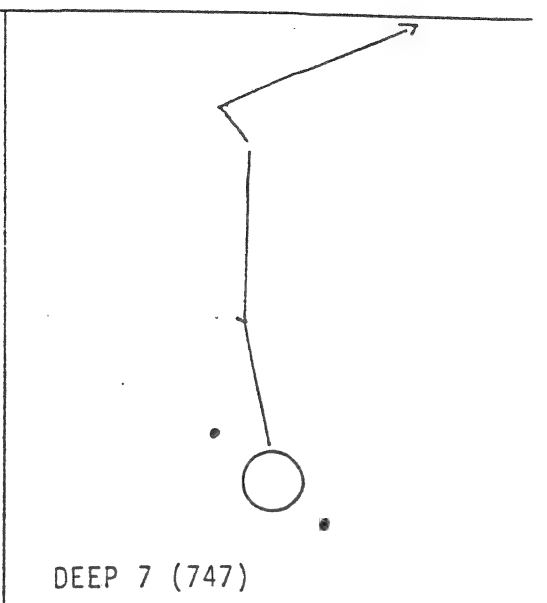
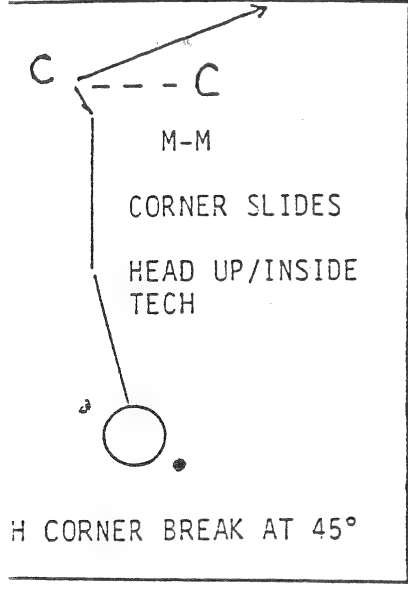
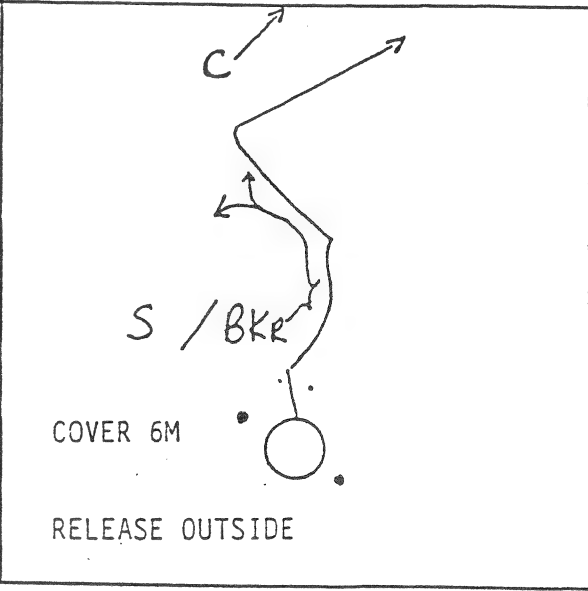
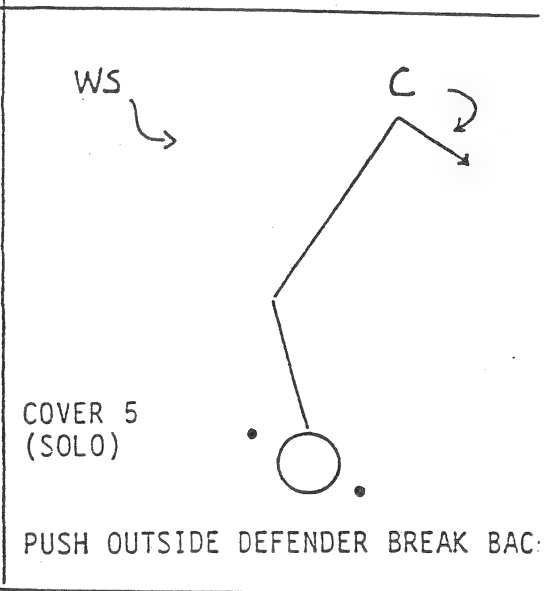
VS CLOUD TRY TO GET OUTSIDE THE CORNER THEN SLIP INSIDE.

SALLY ROSE - MUST RELEASE OUTSIDE CLOUD/BUMP

QUARTERBACK

1. 5 BIG STEPS - TIMED THROW VS BASIC 6 -- 7 STEP DROP VS DEEP 6
 2. MUST BE AWARE OF CORNER POSITION AND THE UNDERNEATH COVERAGE
 3. VS CLOUD/BUMP HOLD BALL IF FLARE TAKEN AWAY
- LO/HI 6 OR 66 X BLITZ POST VS NO WS - ALERT 4 SKY
ALERT PUMP 6 - STOP AT 10 YD AREA THEN TAKE OFF
LO/HI CURL 6 - UTILIZES TIGHTER SPLIT AND CURL TECHNIQUE FOR X
661 CURL - UTILIZES TIGHTER SPLIT AND CURL TECHNIQUE FOR Z

BASIC 7

 <p>KY KY</p> <p>H CORNER BREAK BACK</p>	 <p>COVER 6</p> <p>RELEASE INSIDE WORK SAFETY</p>	 <p>DEEP 7 (747)</p>
 <p>C</p> <p>M-M</p> <p>CORNER SLIDES</p> <p>HEAD UP/INSIDE TECH</p> <p>H CORNER BREAK AT 45°</p>	 <p>COVER 6M</p> <p>RELEASE OUTSIDE</p>	 <p>WS</p> <p>COVER 5 (SOLO)</p> <p>PUSH OUTSIDE DEFENDER BREAK BACK</p>

BASIC 7 ROUTE SPLIT. ANGLE INSIDE TO 10 YDS DEEP - READ CORNER'S TECH (OUTSIDE TECH) - DRIVE BACK OUTSIDE TO A POINT 20 YDS DEEP - BREAK BACK TOWARD L.O.S. VS INSIDE TECH ANGLE INSIDE TO 10 YDS DEEP - READ CORNER'S TECH - DRIVE UPFIELD 10 YDS AND BREAK AT A 45° ANGLE.

QB:

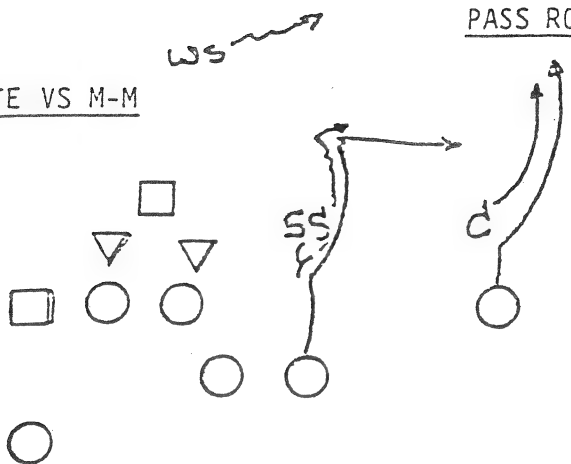
1. SEVEN STEP DROP

2. BALL IS THROWN AS RECEIVER MAKES FINAL BREAK. MUST NOT HOLD BALL WAITING FOR BREAK - THROW TO A SPOT.

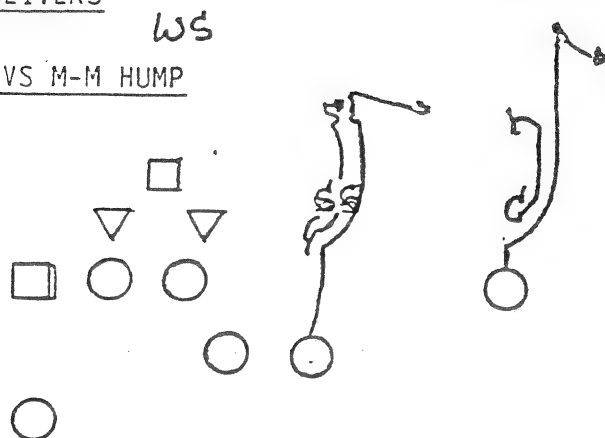
PASS ROUTES

INSIDE RECEIVERS

OUTER VS M-M



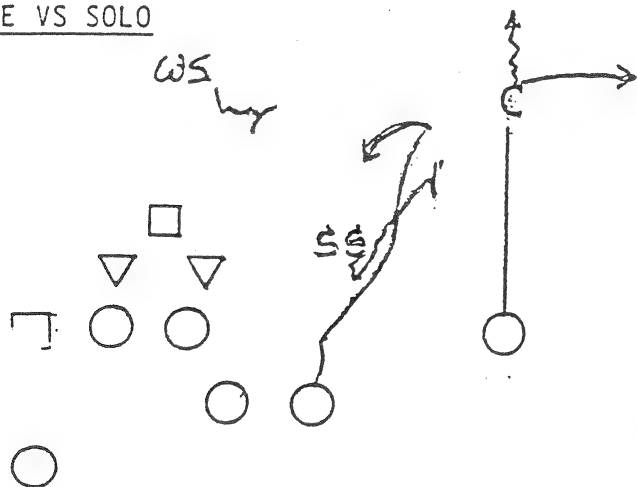
5 ROUTE VS M-M HUMP



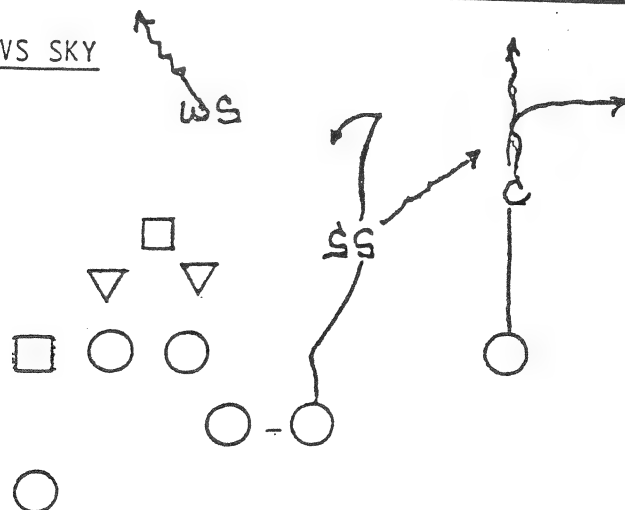
OUTSIDE RELEASE - PRESSURE BREAK OUT IN 12 YD
(LOSE GROUND) MUST DRIVE UPFIELD

OUTSIDE RELEASE - PRESSURE BREAK OUT IN 12 YD
AREA (LOSE GROUND) MUST DRIVE UPFIELD

OUTER VS SOLO

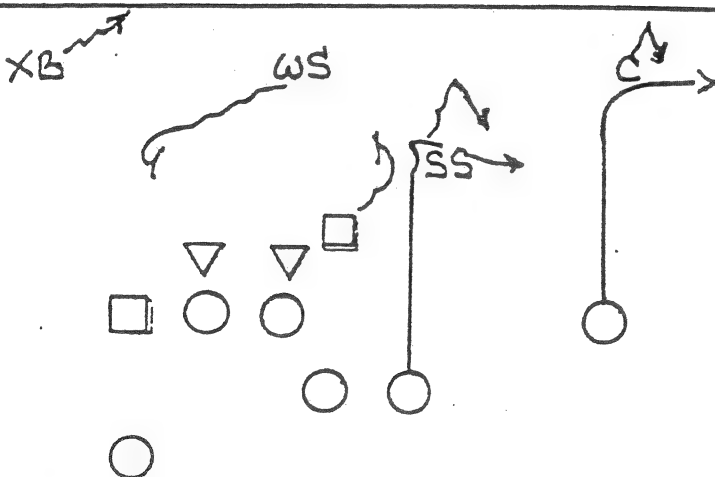


5 ROUTE VS SKY



OUTSIDE RELEASE DEFENDER HANGS OUTSIDE,
HIM AND TURN INSIDE AWAY FROM WS

START OUTSIDE RELEASE DEFENDER SHOWS SKY ZONE
SET DOWN IN THE DEAD AREA.

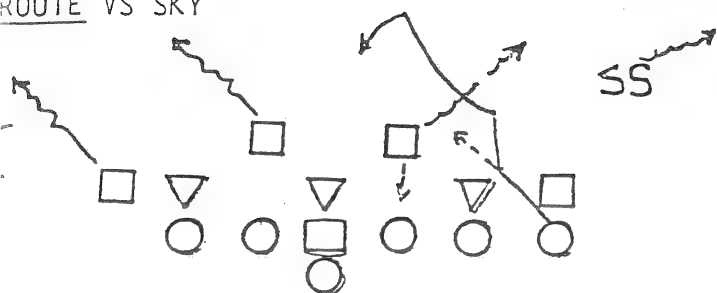


5 ROUTE VS 1 FREE XB
BE ALERT FOR M-M OUTSIDE TECHNIQUE. MUST DRIVE
ON SS-PUSH HIM OFF THEN BREAK.

PASS ROUTES

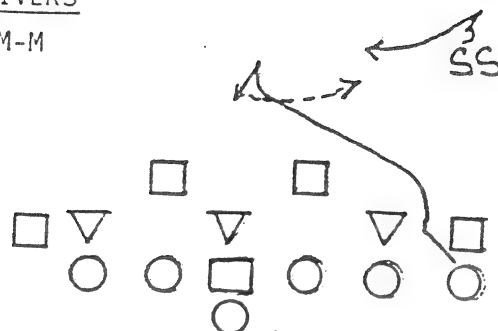
INSIDE RECEIVERS

ROUTE VS SKY



EASE INSIDE AVOID NEAR M LBKR. GET TO 12 YD
A DIRECTLY OVER THE BALL - BE STATIONARY.
K BACK TO QB.

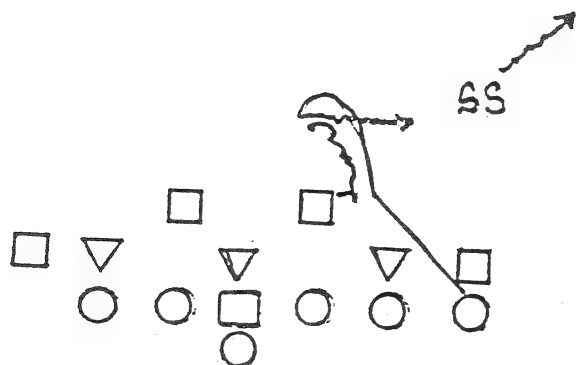
6 ROUTE VS M-M



GET OVER THE BALL. BE STATIONARY.
UNCOVER WHEN QB LOOKS TO YOU

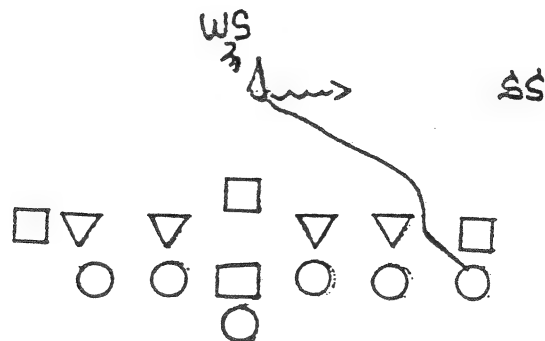
ALERT POP KEY M LBKR

ROUTE VS BANJO 6 MAN

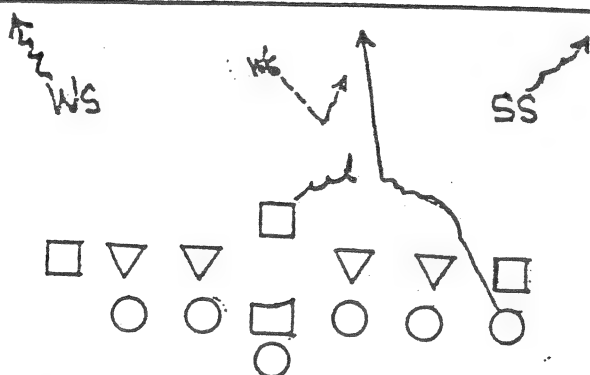


MOVED THE BALL. GO AROUND THE M LBKR WALL
ST THE DEFENDER. THEN UNCOVER.

6 ROUTE VS SLIDE



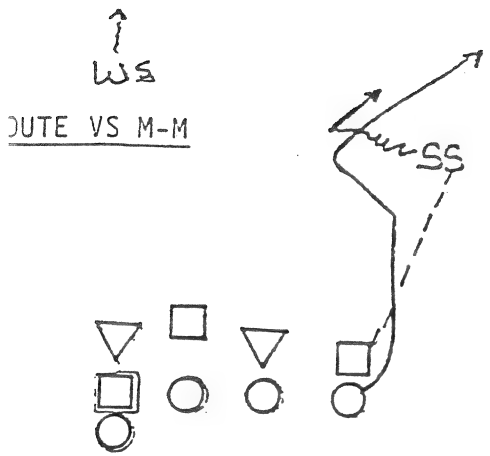
GET OVER THE BALL. PUSH THE WS - UNCOVER



6 ROUTE VS READ/BREAK CALL
USE READ-BREAK VS G LOOK OR SLIDE BY
GAME PLAN/PLAY.

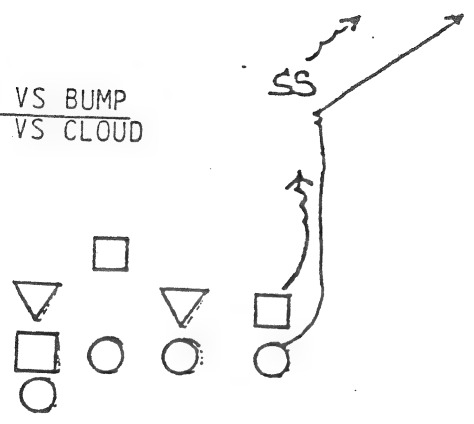
PASS ROUTES INSIDE RECEIVERS

IND

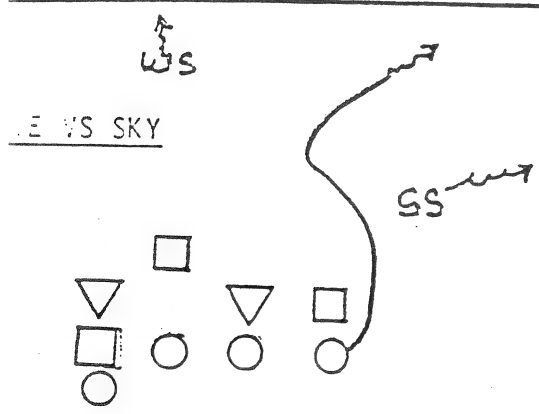


RELEASE OUTSIDE
SS INSIDE.
BREAK INSIDE AT 10 YD AREA.

7 ROUTE VS BUMP
VS CLOUD

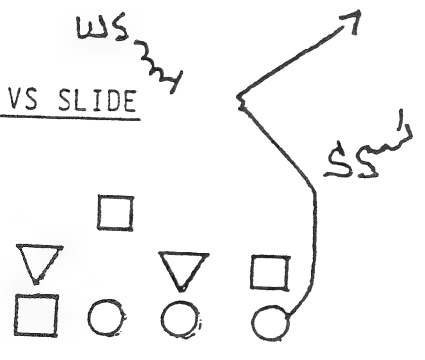


RELEASE OUTSIDE BREAK TO DEEP CORNER



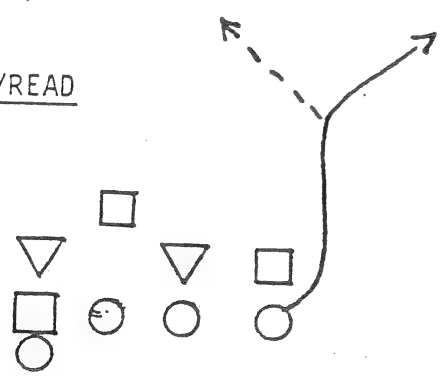
RELEASE OUTSIDE BEND BACK OVER ORIGINAL POSITION
INTO DEAD AREA. QB HOLD UP WITH THROW.

7 ROUTE VS SLIDE



RELEASE OUTSIDE RUN AT WS.
PUSH HIM THEN RUN AWAY.

7 CHOICE/READ

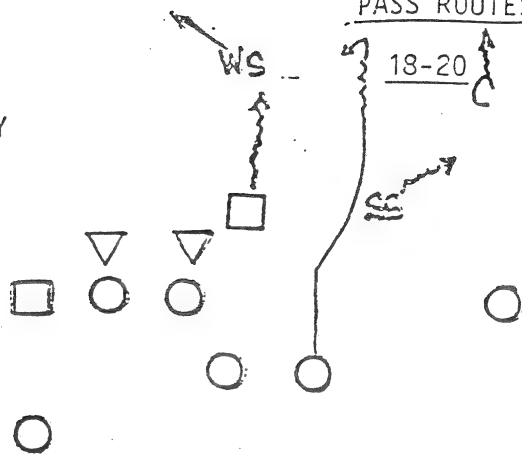


BEST RELEASE
CHOICE - BEAT A SINGLE DEFENDER
READ - KEY THE COVERAGE
ON BOTH: THINK CORNER 1ST

PASS ROUTES

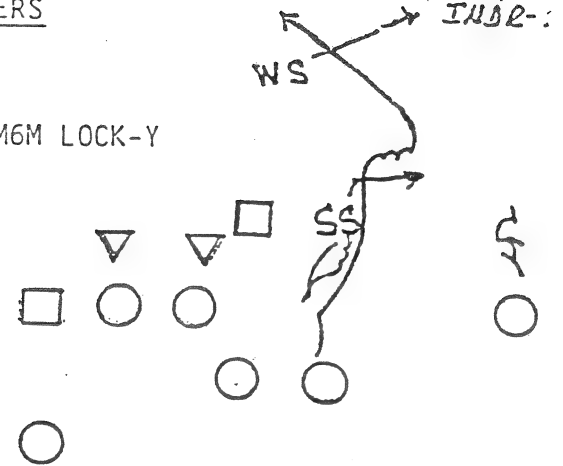
INSIDE RECEIVERS

ROUTE VS SKY



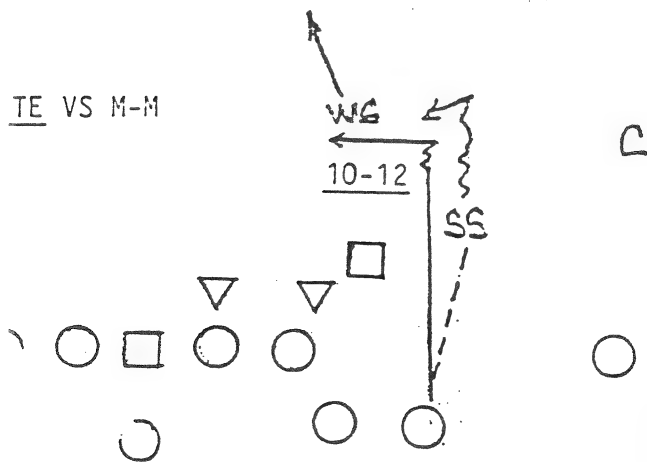
USE UPFIELD READ FOR SKY OR CLOUD ZONE.
 IT TO DEAD SPOT PULL UP IN DEAD AREA. STAY
 FROM THE WS/CORNER.

8 ROUTE K 6M6M LOCK-Y



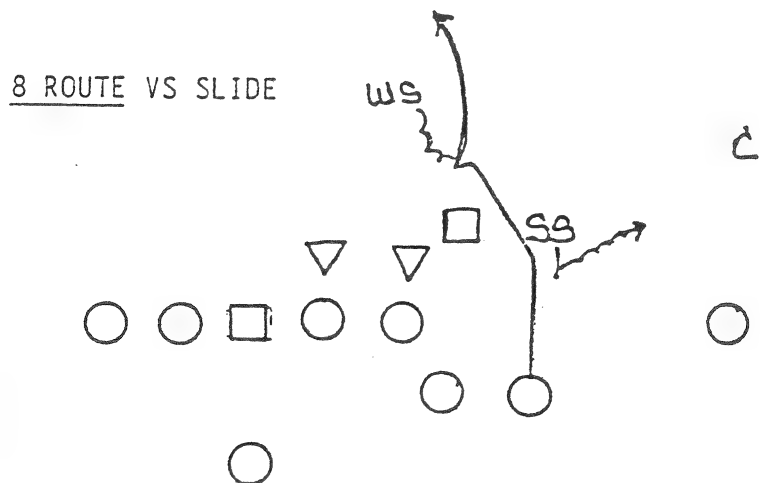
RELEASE UPFIELD READ 6M6M LOCK-Y, SHAKE
 DEFENDER TUN TO POST.

TE VS M-M



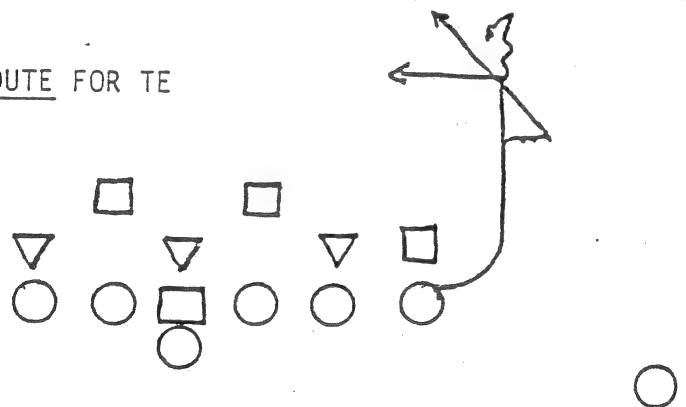
SE UPFIELD READ SS M-M, DRIVE DEFENDER
 ON 4 ROUTE.

8 ROUTE VS SLIDE



RELEASE UPFIELD READ SLIDE. DRIVE INSIDE AND
 SHOW 4 ROUTE-BREAK BEHIND THE WS.

8 ROUTE FOR TE

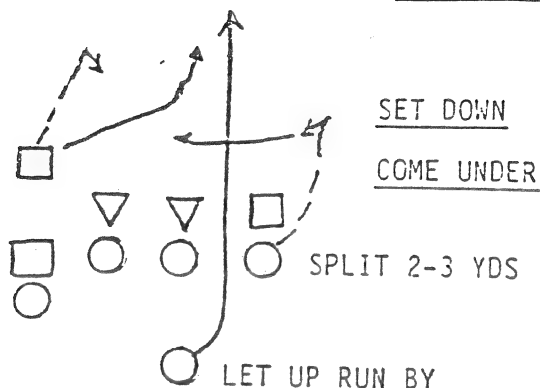


RELEASE OUTSIDE READ COVERAGE FOR PULL UP/
 4 ROUTE/8 ROUTE

PASS ROUTES

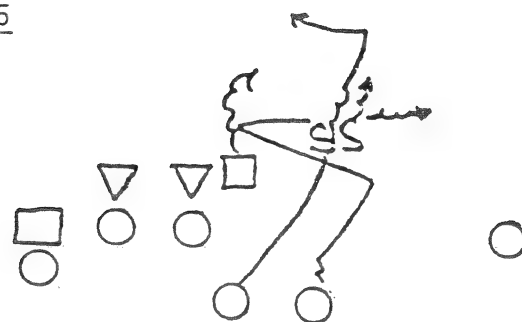
INSIDE RECEIVERS

DELAY



ON THE L.O.S. - OUTSIDE RELEASE. DRIVE
L.O.S. 4 STEPS.
FIND M LBKR
1 LBKR RUN TO RB-UP. COME UNDER
1 LBKR SETS. RECEIVER SET DOWN

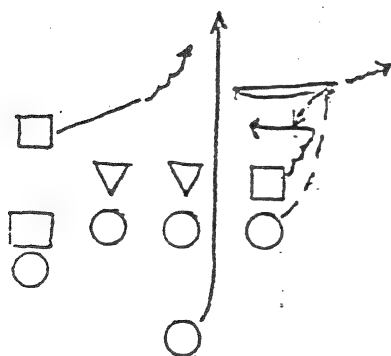
FAKE PICK 55



SAME CONCEPTS AS PICK 55, RECEIVER DRIVE INSIDE
HARD.

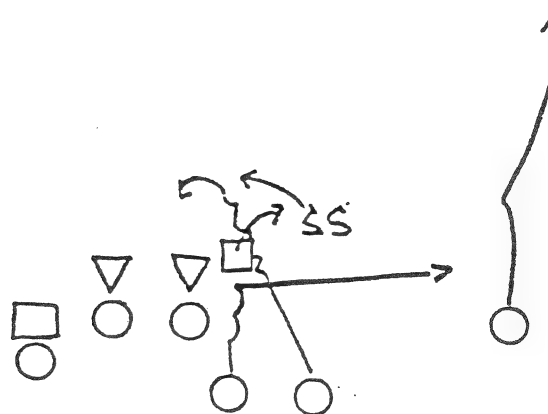
ALERT ANTICIPATE ZONE

FAKE DELAY



USED TO BEAT M-M, USE BASIC DELAY.
INSIDE THEN COME OUT. ALERT TO SET DOWN
MUST COLLISION DEFENDER.

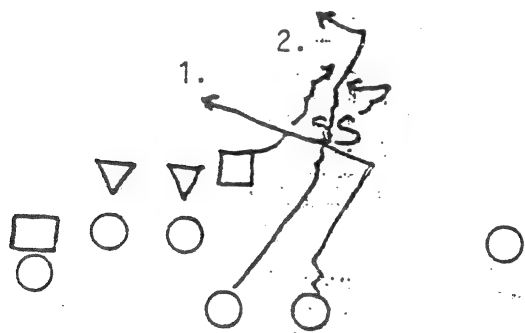
PICK 29



PICK MAN MAKE DEFENDER GO AROUND.

2 ROUTE ALERT FOR ZONE ADJUST

55

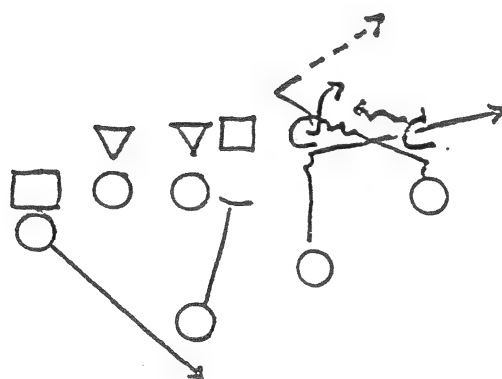


MAN RUN AT UPFIELD SHOULDER, MAKE THE
DEFENDER GO AROUND

DEFENDER LOOSE-DRIVE UPFIELD

DEFENDER TIGHT-DRIVE OUTSIDE

PICK 17



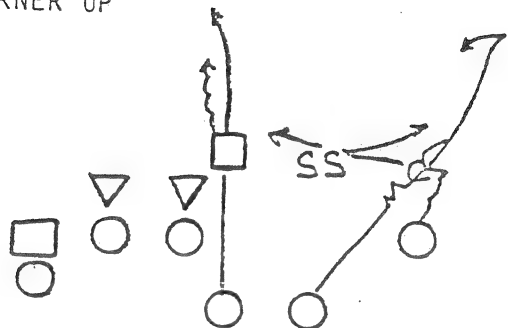
PICK MAN MAKE DEFENDER GO AROUND.

7 ROUTE ALERT FOR ZONE ADJUST.

PASS ROUTES

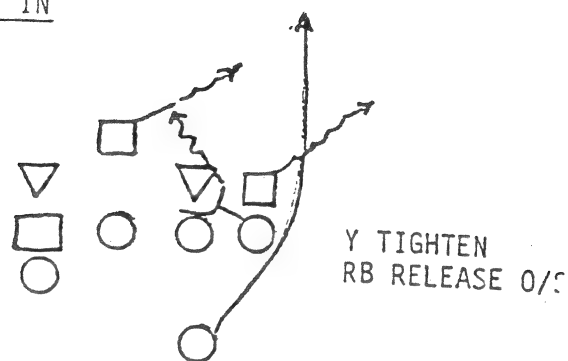
INSIDE RECEIVERS

72 VS CORNER UP



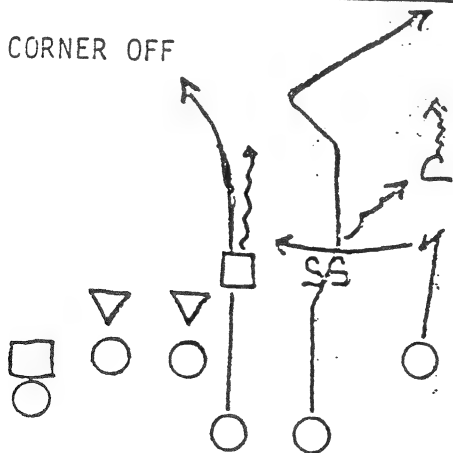
ER UP, INSIDE RECEIVER PICK. MAKE THE
ER TO AROUND. HOOK UP AS AN OUTLET.

55 UP SMASH IN



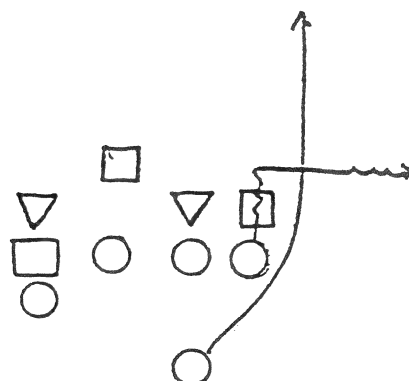
TE/TACKLE DOUBLE ON DE. TE KEY NEAR M LBKR
FOR OPEN AREA.

72 VS CORNER OFF



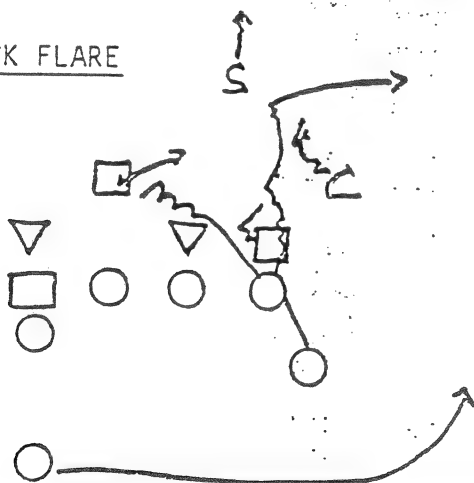
OFF, INSIDE RECEIVER RUN A 7 ROUTE.
E RECEIVER RUN 2 DELAY.

55 UP SMASH OUT

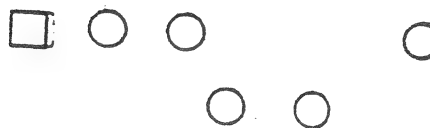


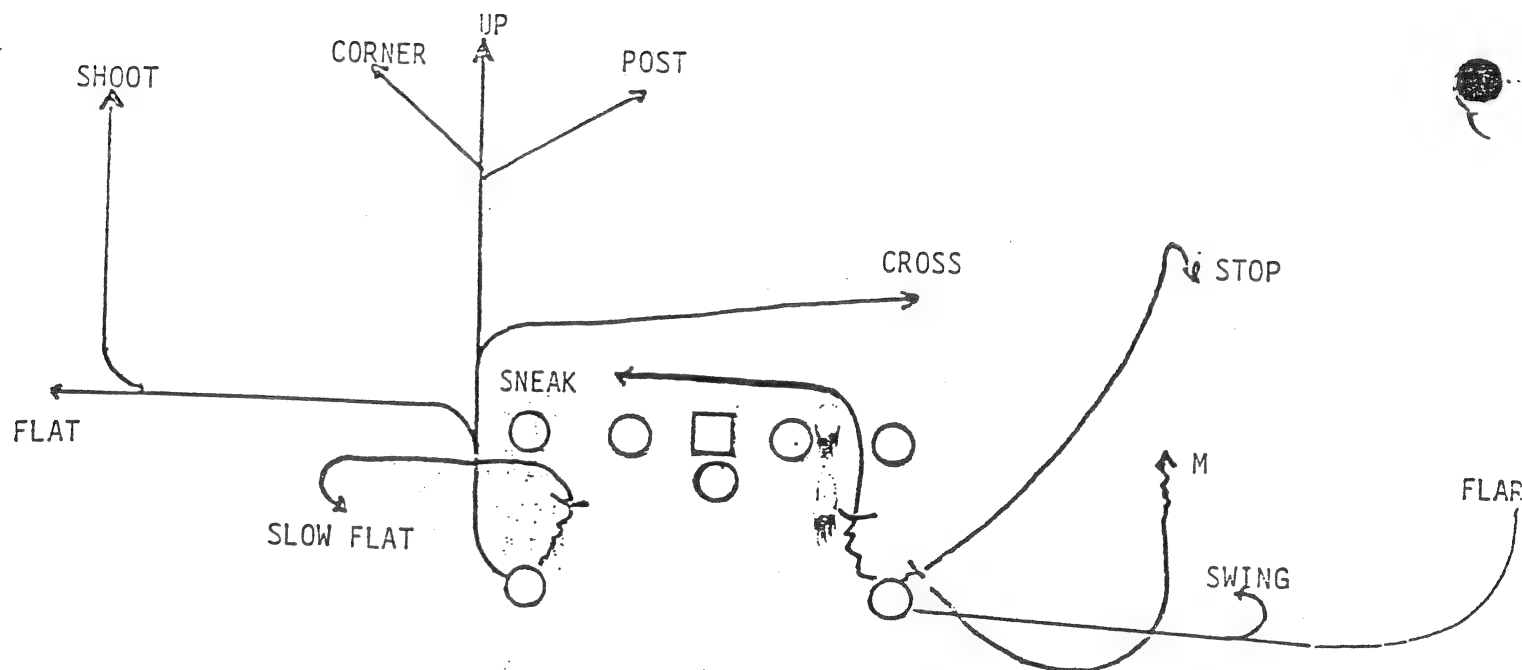
TE DRIVE THRU SAM BKR.
BACK RUNNING UP ROUTE. RELEASE OUTSIDE UNDER

E PICK FLARE



NEAR M LBKR
SAM BKR/RUN 3
ENDER GO AROUND



ROUTES FOR BACKS1. FLARE

SPRINT PARALLEL TO THE L.O.S., TURN UPFIELD BETWEEN NUMBERS AND SIDELINE.

2. SWING

SPRINT PARALLEL TO THE L.O.S. TO JUST INSIDE THE NUMBERS, BE STATIONARY. ROSE/SALLY IS FREE RELEASE VS LBKR DOG YELL BLITZ.

3. STOP

RELEASE DIRECTLY TO A POINT 7 YDS DEEP ON THE NUMBERS. STOP AND TURN OUTSIDE. BE STATIONARY.

4. M

DELAY 1 COUNT, RELEASE AROUND END'S RUSH. AT 3-5 YDS, TURN UPFIELD. QUICK M - FREE RELEASE PARALLEL TO L.O.S. INSIDE WR ALIGNMENT.

5. THRU

DELAY 2 COUNTS. RELEASE THRU L.O.S. LOOKING INSIDE, AT 4-5 YDS SET DOWN.

6. SNEAK

DELAY 2 COUNTS. RELEASE THRU L.O.S. TO OPPOSITE SIDE AT 2-3 YDS DEEP.

7. CROSS

RELEASE OUTSIDE THE OT, BREAK ACROSS FIELD UNDER THE LBKR AT 2-3 YDS DEEP.

8. UP

RELEASE OUTSIDE THE OT DIRECTLY UPFIELD AND DEEP, LOOK TO THE INSIDE.

9. POST

RELEASE OUTSIDE THE OT DIRECTLY UPFIELD TO 8-10 YDS DEEP. READ COVERAGE

10. CORNER

RELEASE OUTSIDE THE OT DIRECTLY UPFIELD TO 10-12 YDS DEEP. READ COVERAGE (RELEASE INSIDE LB IF POSSIBLE).

11. FLAT

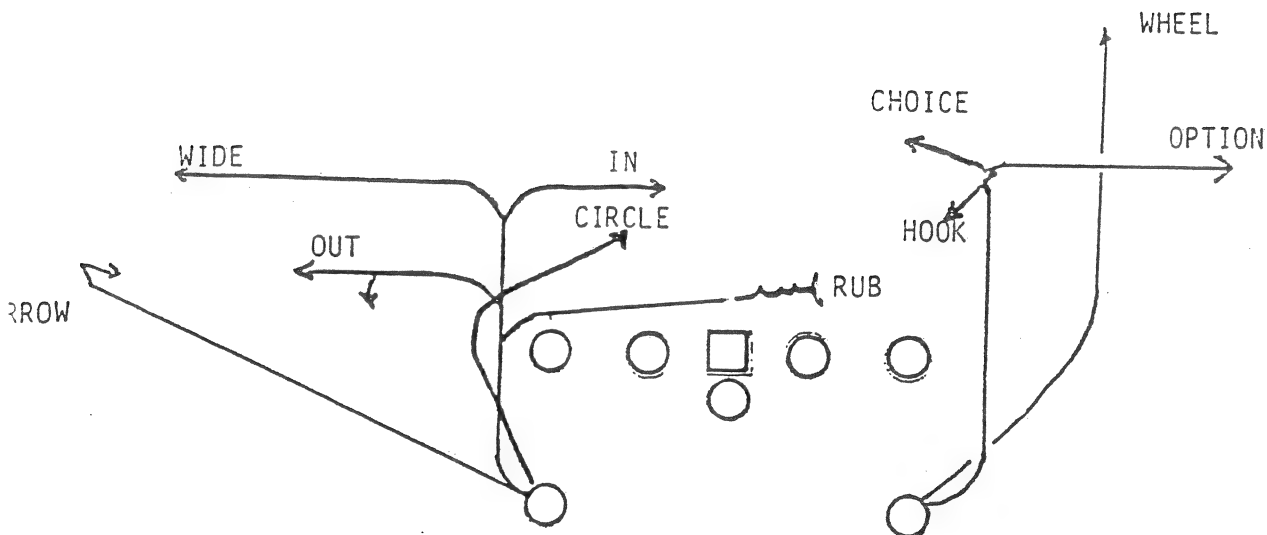
RELEASE DIRECTLY AT THE LBKR BREAK OUT AT THE L.O.S. SLOW FLAT - CHECK LBKR, DELAY 1 COUNT AND RELEASE. NO BALL - BE STATIONARY.

12. SLOW FLAT

CHECK LBKR. RELEASE UNDER DE. BE 5 YDS WIDE - STATIONARY.

13. SHOOT

RUN A FLAT - BALL NOT TRACKED - L.O.S. UP OUTSIDE THE NUMBERS

ROUTES FOR BACKS

1. ARROW SPRINT DIRECTLY TO A POINT 3-4 YDS DEEP, 2-3 YDS FROM SIDELINE FROM FULL - END UP SAME SPOT
FROM MOTION (JET) - END UP SAME SPOT
2. OUT BEST RELEASE. BREAK OUT AT 5 YDS - IF DEFENDER CROSSES YOUR FACE, SET DOWN. BE STATIONARY.
3. WHEEL BEST RELEASE. BREAK IN ACCORDING TO M BACKER AT 3-5 YDS DEEP - LOOK FOR BALL IMMEDIATELY. SPOT-STOP OVER BALL 8 YDS DEEP (UNCOVER)
4. WIDE RELEASE OUTSIDE OT DIRECTLY UPFIELD, BREAK OUT AT 5-7 YDS DEEP.
5. IN RELEASE OUTSIDE OT DIRECTLY UPFIELD, BREAK IN AT 5-7 YDS DEEP.
6. HOOK RELEASE OUTSIDE THE OT DIRECTLY UPFIELD. HOOK AT 6-7 YDS DEEP OUTSIDE YOUR ORIGINAL ALIGNMENT.
QUICK HOOK - 2-3 YDS DEEP.
7. RUB TELLS BACK TO PICK DEFENDER ON OTHER BACK.
8. OPTION FREE RELEASE OUTSIDE THE OT. BREAK OUT AT 8-10 YDS DEEP - IF DEFENDER CROSSES YOUR FACE SET DOWN. BE STATIONARY.
9. CHOICE RUN BASIC OPTION, IF LINEBACKER OVER PLAYS OPTION RUN ON IN.
10. WHEEL SPRINT DIRECTLY TO A POINT 3 YDS OUTSIDE TE - TURN UPFIELD AT L.O.S. LOOK OVER INSIDE SHOULDER.

RECEIVER BLITZ RULES

BLITZ RULES

THE RECEIVERS/QB MUST SIGHT ADJUST VS BLITZ.

2 BACK/1 BACK SETS

A. TWO RECEIVER SIDE

TE/FLANKER (Y-Z) RUN 12 PATTERN/19 VS BUMP (5 YD RULE)

1. TE EXCEPT ON SCAT 66 FLARE Y (TE) RUN POP-6

2. OPTION OH - TE VS BLITZ YOUR SIDE RUN 1

SLOT (X-Z) RUN 12 PATTERN/19 VS BUMP (5 YD RULE)

1. X EXCEPT ON SCAT 66 FLARE. X (SLOT) RUN POP-6

B. SINGLE RECEIVER SIDE

SE (X) RUN A 2 ROUTE/9 VS BUMP (5 YD RULE)

1. OPTION OH - TE VS BLITZ YOUR SIDE RUN 1

SLOT-TE (Y) RUN A 1 ROUTE

1. EXCEPT ON SCAT 368/PUMP 37"0" SHOOT

C. ALERT MAX

Z - NO ADJUST

SLOT - NO ADJUST EXCEPT WK BLITZ

X - NO ADJUST EXCEPT WK BLITZ

ALERT LO HI BLITZ

X - NO ADJUST EXCEPT WK BLITZ

Z - NO ADJUST EXCEPT ST BLITZ

SLOT _ NO ADJUST EXCEPT WK BLITZ

D. SHOT GUN

X VS WK BLITZ - RUN 3 ROUTE

Z VS ST BLITZ - RUN 9 ROUTE

Y VS WK BLITZ - RUN BLITZ 3 ROUTE

Y VS ST BLITZ - RUN 3 ROUTE

ALL UP - 989

DROP BACK PASSING GAME 1985 (NOT NKL)

QUICK (OB 3 STEP)

11 (PUMP
HITCH AGGRESSIVE
11 HITCH/HITCH 11
SCAT 12 POP
SCAT 212
HI/LO 212 (ARROW)

BASIC (5-7 STEP)

SCAT 368 SHOOT (PUMP 37"0")
RIP/LIZ 428 STOP
RIP/LIZ 565 STOP
SCAT 66 FLARE
OPT 768
RIP/LIZ 787 RICKY
RIP/LIZ 844 WIDE
RIP/LIZ 989 OUT

DELAYS

OPT 279 (FK)
(SCAT 972 FK
SCAT 972 F FLAT (FK)
SCAT 55

HI/LO

7 ARROW
616/617/618 ARROW

SPECIAL

SCAT 439 F IN/OUT/POST
SCAT 545 F SEAM
SCAT 432 FK DEL F CORNER

LEE RAY

X D LAY CORNER

RAM/LION

K 279 DEL CORNER
279 DELAY CORNER
97"0" F CORNER
3 WHEEL

PICKS

OPTION 29
OPTION 55
SCAT 972
RAM/LION DBL PICK FLARE

11 HITCH
HITCH 11
SCAT 12 FLAT
LIZ 565 STOP
OPTION 768
LO/HI 7 ARROW
LIZ 428 STOP

HITCH 11

SCAT 12 FLAT

LIZ 565 STOP

OPTION 768

LO/HI 7 ARROW

LIZ 428 STOP

SCAT 66 FLARE

RIP 844 WIDE

744/847

RIP 989 OUT

HITCH AGG

11 HITCH

212 F CROSS (SCAT)

LO (HI) 212

LO (HI) 212 ARROW

SCAT RT 972 DELAY/FAKE
OPTION 209 DELAY
LO (HI)(LEE/RAY) X DELAY CORNER/FAKE
SCAT 55 DELAY/FAKE.

SCAT RT 972 DELAY/FAKE

OPTION 209 DELAY

LO (HI)(LEE/RAY) X DELAY CORNER/FAKE

SCAT 55 DELAY/FAKE.

433

66

11 HITCH

212 H CROSS (OPEN)

HI (LO) 212

LIZ 565 STOP

SCAT 66 FLARE

LIZ 844 WIDE

LIZ 989 OUT

SCAT 368 SHOOT

SCAT PUMP 37"0" SHOOT

RIP 744 WIDE

RIP 428 WIDE

OPTION 072 DELAY/FAKE
SCAT 55 DELAY/FAKE
RAM (LION) 279 DLY CORNER

OPTION 072 DELAY/FAKE

SCAT 55 DELAY/FAKE

RAM (LION) 279 DLY CORNER

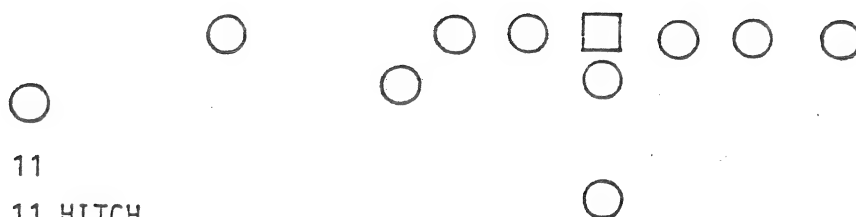
OPTION PICK 29
SCAT PICK 972
OPTION PICK 55

OPTION PICK 29

SCAT PICK 972

OPTION PICK 55

ACE/SINGLE



11
11 HITCH
844 WIDE
LO (HI)(LEE RAY) 72 DLY H UP/X DLY CORNER

SCAT 368 SHOOT (JET)
RIP 744 WIDE
RIP 428 WIDE
989 OUT
SCAT PUMP 37"O" SHOOT

DELAYS

OPTION 072 DELAY/FAKE
SCAT 279 DELAY/FAKE
SCAT 55 DELAY/FAKE

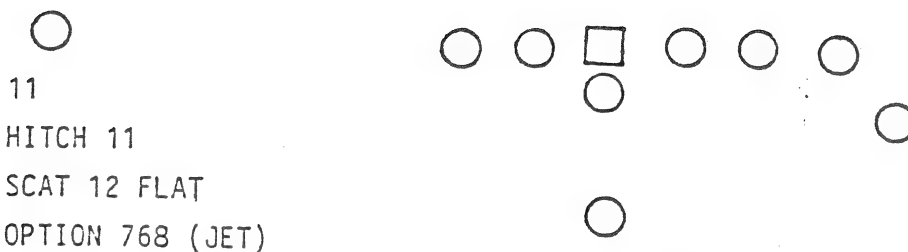
PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
SCAT 972 PICK
SPRINT 12
SPRINT 25

SPRINT PWR

433
66

TREY/TRIPS



11
HITCH 11
SCAT 12 FLAT
OPTION 768 (JET)

565 STOP (LIZ)
844 WIDE (K)
LIZ 744 WIDE (K)
LIZ 428 WIDE (K)
LIZ 989 OUT (K)

11 HITCH
HITCH AGG

SPECIAL

SCAT 432 FK DLY F CORNER
SCAT 439 F IN/OUT/POST
SCAT 545 F SEAM

DELAYS

SCAT K 972 DELAY/FAKE
OPTION 209 DELAY/FAKE (JET)
SCAT K 55 DELAY/FAKE

PICKS

SCAT PICK K 972

DEUCE/DOUBLE



11 (DIG)

HITCH 11

SCAT 12 FLAT

565 STOP

LO (HI) 7 ARROW

LO (HI) 616/618/617 ARROW

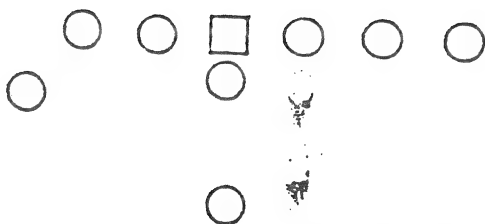
DELAYS

SCAT 972 DELAY/FAKE

OPTION 209 DELAY

LO (HI)(LEE/RAY) X DELAY CORNER/FAKE

SCAT 55 DELAY/FAKE (DIG)



SCAT 66 FLARE (DIG)

RIP 844 WIDE (DIG LIZ)

744 WIDE (DIG)

989 OUT (DIG)

HITCH AGG

11 HITCH (DIG)

212 F CROSS (SC)

LO (HI) 212

LO (HI) 212 ARRC
(MOT)

SPRINT

433 (DIG F FLAT)

66 (DIG F FLAT)

WHIP/DART



DIG SCAT 66 FLARE

OPTION 768

LO (HI) 7 ARROW

DIG 844 WIDE

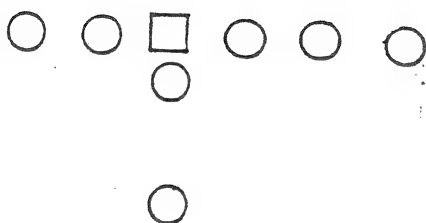
DIG 744 WIDE

DIG 989 OUT LIZ

LO (HI) 616/618/617 ARROW

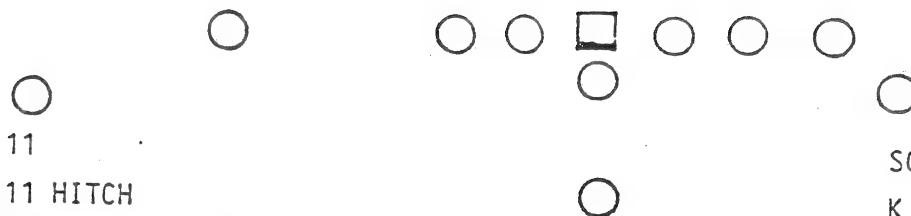
DELAYS

LO (HI)(LEE/RAY) X DELAY
CORNER/FAKE



LO (HI) 212 ARRC

TWINS/FLANK



11

11 HITCH

SCAT K 66 FLARE

LIZ K 844 WIDE

K 989 OUT LIZ

SCAT 368 SHOOT

K 744 WIDE

K 428 WIDE

SCAT PUMP 37"0" SHOOT

RAM (LION) 3 WHEEL

DELAYS

OPTION 072 DELAY/FAKE (JET)

SCAT 55 DELAY/FAKE (JET)

RAM (LION) F DELAY/FAKE

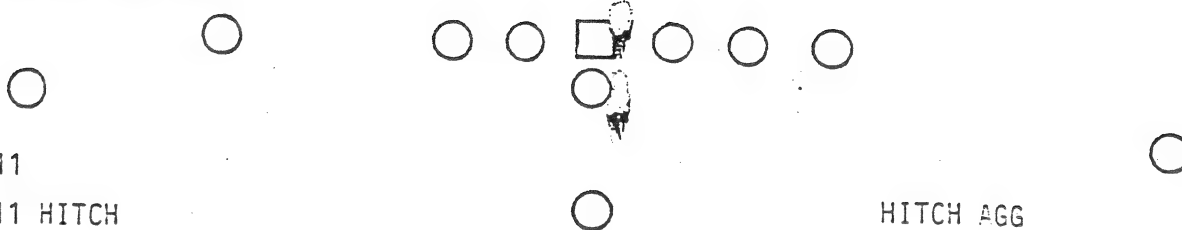
PICKS

OPTION PICK 029 (JET)

SCAT PICK 972

RAM (LION) DBL PICK FLARE (LO/HI)

TWIN OPEN/FLEX



11

11 HITCH

K 565 STOP

SCAT K 66 FLARE

LIZ K 844 WIDE

K 989 OUT LIZ

HITCH AGG

HITCH 11

SCAT K 212 F FLAT

K 744 WIDE

K 428 WIDE

RAM (LION) K

968 F WIDE/

K 97"0" F CORNER

DELAYS

SCAT K 972 DELAY/FAKE

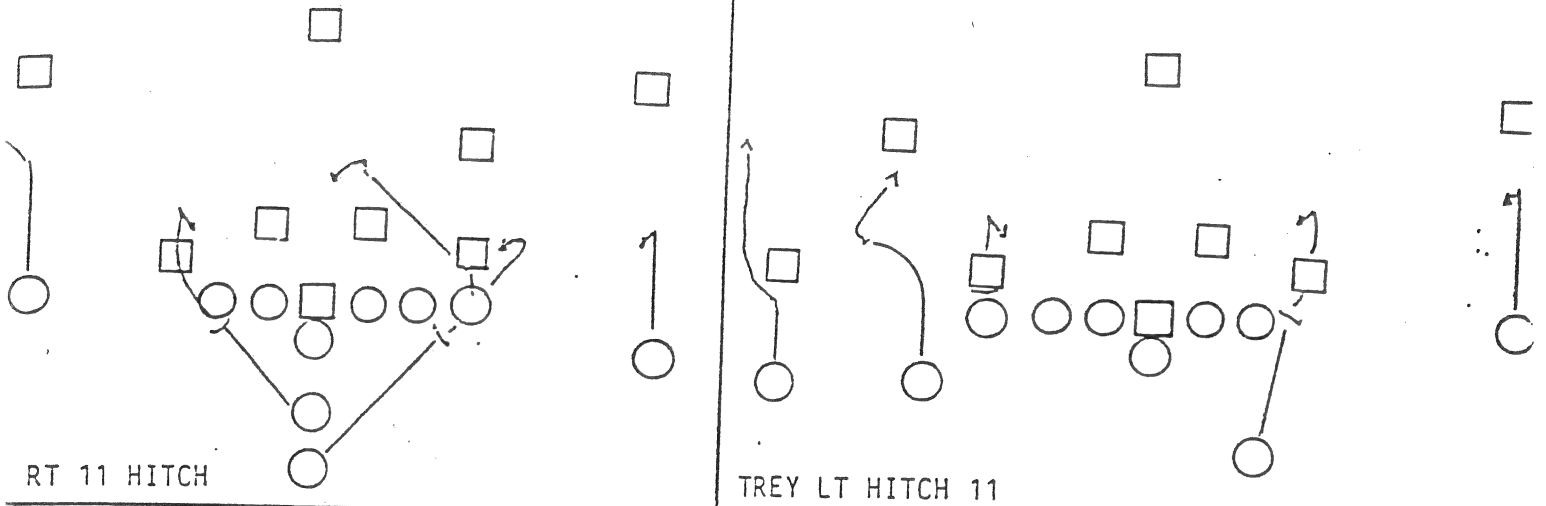
SCAT K 279 DELAY/FAKE F CORNER

SCAT K 55 DELAY/FAKE

PICKS

SCAT PICK K 972

QUICK ATTACK: PROTECTION POCKET-AGGRESSIVE PATTERN 11 HITCHES FLARE QUICK HOOK



S BLITZ -
S BLITZ -

ASIC COACHING POINTS

- : HITCH 11 CALL. SPLIT ON THE # TO WIDE SIDE, OUTSIDE THE # ON SHORT SIDE.
- 11 HITCH CALL USE BASIC 11 RULES. SAME CLOUD/BUMP RULE AS 11.
- BASIC 11 RULES. OPEN CALL USE X RULES.
- LOT: BASIC 11 RULES.
- : 11 HITCH CALL. SPLIT ON THE # TO WIDE SIDE, OUTSIDE THE # ON SHORT SIDE.
- HITCH 11 CALL USE BASIC 11 RULES. SAME CLOUD/BUMP RULE AS 11.

REY-TRIPS FB: SHAKE

- 3: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.
- 3: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.
- SAME AS 11.
- 3: 3 STEP DROP-PUT THE BALL ON THE OUTSIDE SHOULDER OF WR.

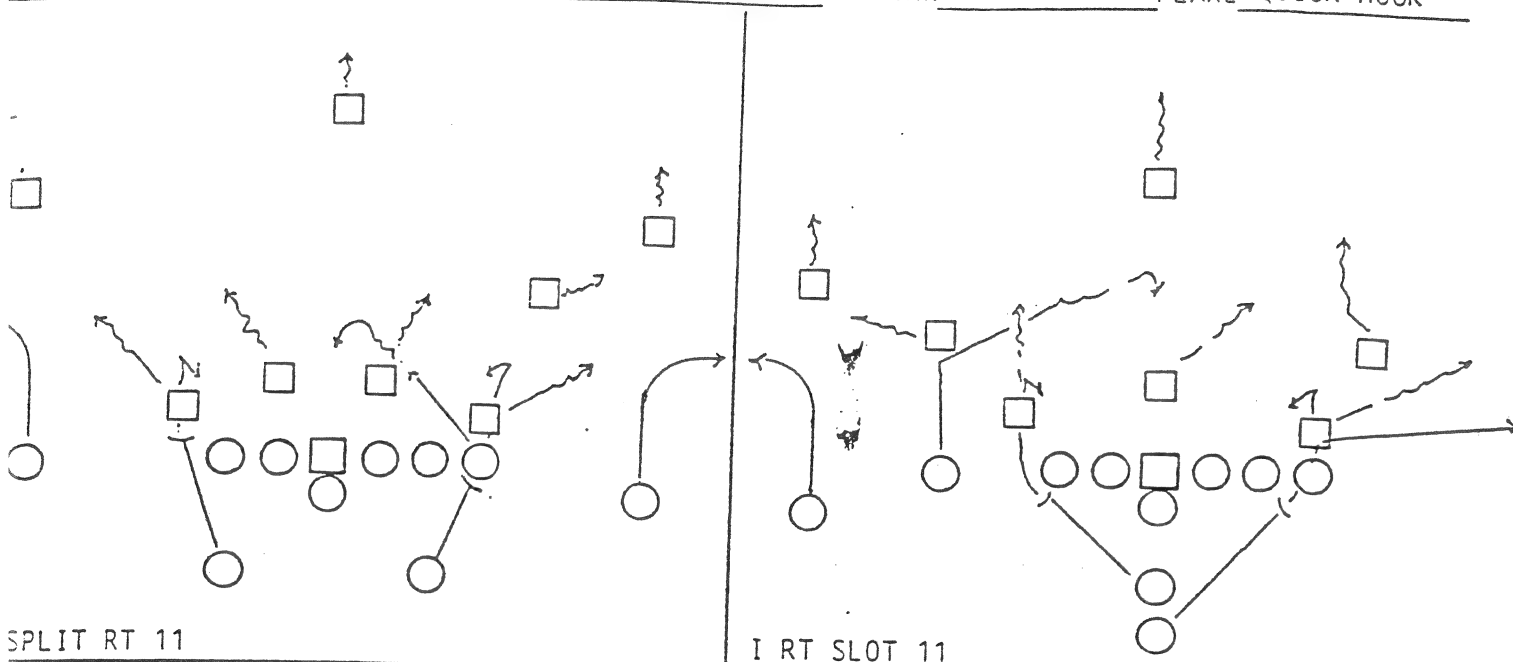
RIATION

- PUMP CALL TELLS WR'S ON HITCH TO HITCH-GO. ONLY VS CORNER OFF.
- : SAME AS 11

QUICK

ATTACK: PROTECTIONPOCKET-AGGRESSIVEPATTERN 11

FLARE QUICK HOOK



SS BLITZ -
 VS BLITZ -

BASIC COACHING POINTS

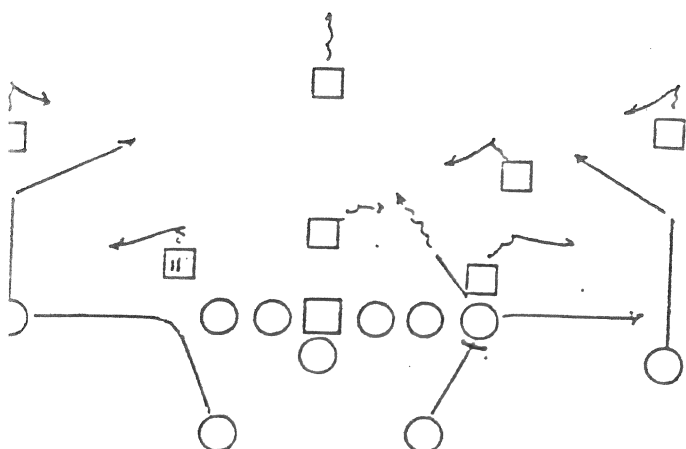
- Q: SPLIT RULE 1. FADE VS CLOUD/QK GO VS BUMP. AFTER CATCH TURN UP THE S.L.
- SPLIT 1 1/2-2 YDS. POP RELEASE(PUNCH MAN OVER VS I CALL). NO BALL HOOK-UP.
 OPEN CALL: TE BECOMES WR. USE X RULES.
- SLOT: P.S.L. COVER LOOK. SKY LOOK-2 AND LULL/SKY JAM-2 INSIDE RELEASE.
 CLOUD-LBKR ON-SHAKE RELEASE/CORNER-SAFETY UP POSSIBLE SHAKE.
- I: SPLIT RULE 1. FADE VS CLOUD/QK GO VS BUMP. AFTER CATCH TURN UP THE S.L.
- TEY-TRIPS FB: SHAKE
- IB: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.
- B: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.
- : FB WEAK PIC UP. TB STRONG PIC UP.
- B: 3 STEP DROP-PUT THE BALL IN FRONT OF WR. PUT BALL ON OUTLETS P.S.L. COVER
 LOOK-PICK A SIDE AND STICK. MUST HAVE THROWING LANE TO WR. NONE THERE WORK
 OUTLETS. ANTICIPATE ADJUSTMENTS TO COVERAGE. BE ALERT TO THE LBKR-CORNER-
 SAFETY ALIGNMENT TO EACH WR.
 11 IS BASIC TO ALL FORMATIONS.

VARIATION

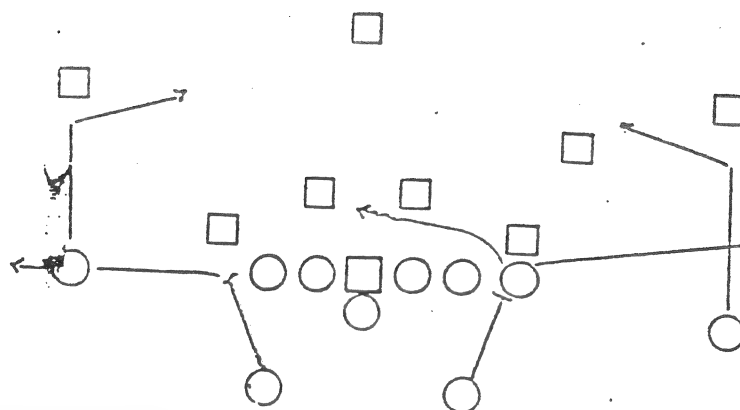
PUMP CALL TELLS WR'S TO RUN 1 AND GO. ONLY VS CORNER OFF.

3 BIG STEPS AND SET UP, PUMP WR. BE ALERT TO SAFETY.

QUICK ATTACK: PROTECTION AGGRESSIVE POCKET/SCAT 12 PATTERN 212 FLARE F CROSS



SPLIT RT SCAT LT 12 FLAT



SPLIT RT 212 F CROSS

VS BLITZ -
VS BLITZ -

PROTECTION ALERTS: SCAT VS 43/30

BASIC COACHING POINTS

- : 2 ROUTE. SPLIT ON THE # TO WIDE SIDE/OUTSIDE THE # SHORT SIDE.
VS CLOUD INSIDE RELEASE. VS BUMP 3 STEP OUTSIDE RELEASE-SLIP UNDER.
- : 12 CALL-POP RELEASE. NO BALL HOOK UP. 212 CALL RELEASE OUTSIDE.
RUN WIDE 1 ROUTE. ALERT K CALL VS FLEX/TWIN OPEN VS 212 CALL.
- LOT: 212 CALL Y RUN POP, X RUN INSIDE 1 ROUTE. SLOT OPEN: Y SAME AS X.
- : 12 FLAT. SCAT CALL FREE RELEASE RUN FLAT ROUTE. 212 F CROSS: SAME
- : 12 FLAT. AGGRESSIVE PIC UP-FLAT ROUTE. 212 F CROSS: AGGRESSIVE.
PICK UP RUN A CROSS. VS SCAT CALL FREE RELEASE.
- B: 3 BIG STEPS-PUT THE BALL IN FRONT OF RECEIVERS/BACKS ON ROUTES.
SCAT 12 FLAT-WORK X-HB TO Y-FB AS OUTLETS.
212 F CROSS-WORK Y-Z TO FB-HB AS OUTLETS.
P.S.L. COVER LOOK FOR WR ADJUSTMENTS TO CLOUD/BUMP.
MUST HAVE THROWING LANE TO WR'S; NONE THERE WORK FLAT AREA TO OUTLETS
VS 12/WORK Y TO OUTLETS VS 212.

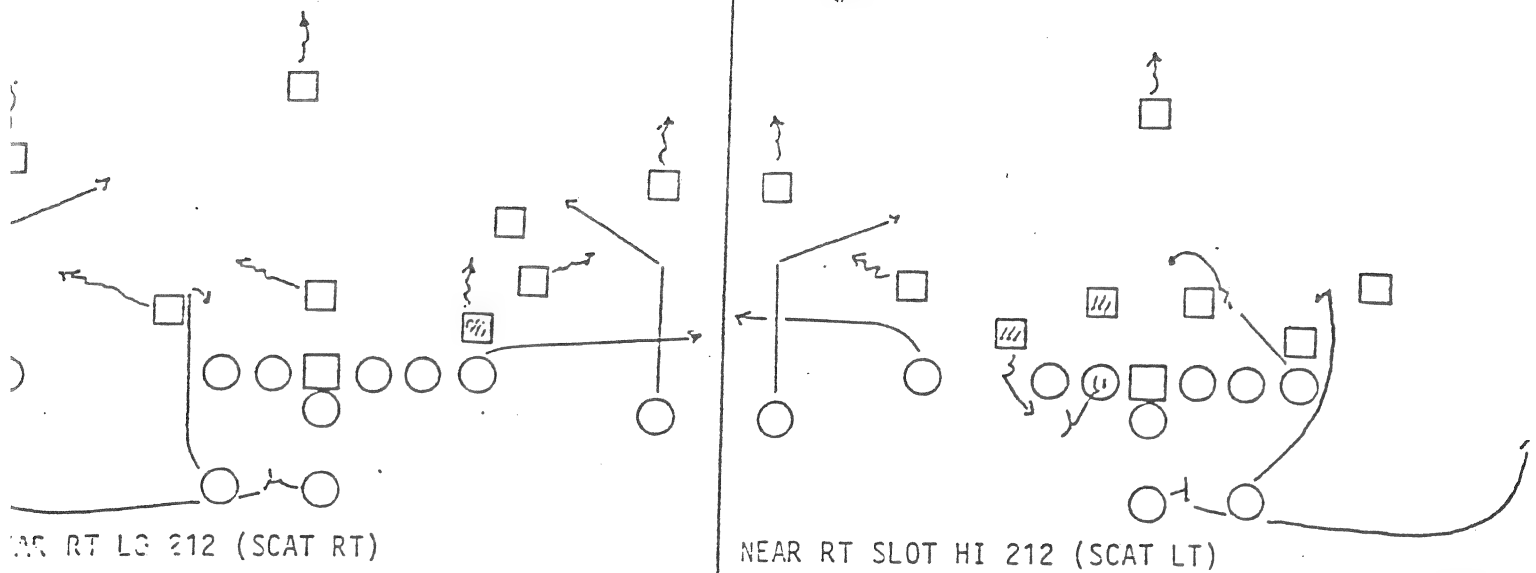
VARIATION

212 PUMP-TELLS Y TO RUN 1 AND GO.

QB PUMP WR. WORK Y TO OUTLETS.

LO HI 3 DIGIT

QUICK ATTACK: PROTECTION AGGRESSIVE PATTERN 212 FLARE LO (HI) HOOK FLAR



PROTECTION ALERTS: LO HI 3 DIGIT IS SCAT/212 IS AGGRESSIVE
SCAT STRONG VS 30/43

S BLITZ: RECEIVERS NO ADJUST.
S BLITZ: RECEIVERS NO ADJUST.

ASIC COACHING POINTS

2 ROUTE. SPLIT ON THE # TO WIDE SIDE/OUTSIDE THE # SHORT SIDE.
VS CLOUD INSIDE RELEASE. VS BUMP 3 STEP OUTSIDE RELEASE-SLIP UNDER.

212 CALL. RELEASE OUTSIDE, RUN INSIDE 1 ROUTE.

LOT: 212 CALL Y RUN POP, X RUN INSIDE 1 ROUTE. SLOT OPEN. Y SAME AS X.

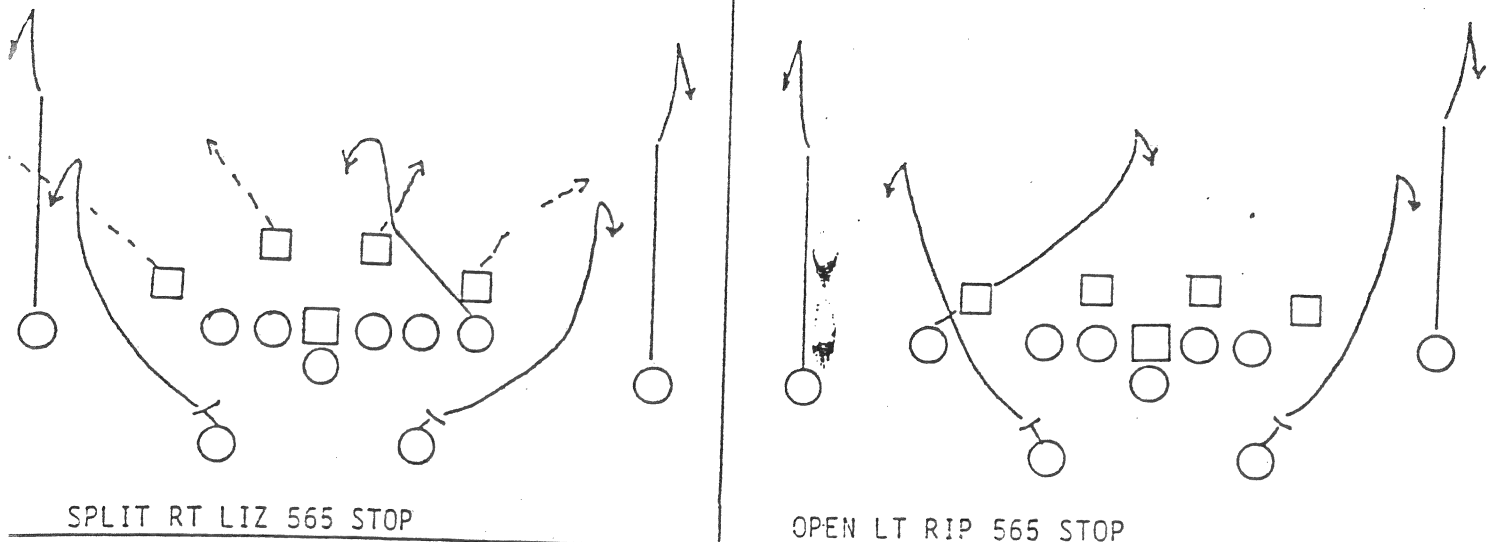
LO HI CALL FREE RELEASE-QUICK HOOK AT 3 YDS.

LO HI CALL CHECK LBKR-FLARE. C.P. AGGRESSIVE VS DOG.

3: 3 BIG STEPS-PUT BALL IN FRONT OF RECEIVERS/FLARE
WORK Z-Y TO HB-FB AS OUTLETS.
P.S.L. COVER LOOK FOR WR ADJUSTMENTS TO CLOUD/BUMP.
MUST HAVE THROWING LANE TO Z. NONE THERE WORK Y TO OUTLETS.

ARIATION

ALERT SLOT FORMATION. HI LO IS TOWARD THE TE.



PROTECTION ALERTS: USE LIZ RIP VS 30

SS BLITZ:

WS BLITZ:

BASIC COACHING POINTS:

BASICALLY A WEAK SIDE READ OR AWAY FROM COVERAGE.

- X: 5 ROUTE (15-20 YDS DEEP). SPLIT 5 RULE. 5 ROUTE VS BUMP/CLOUD RELEASE OUTSIDE.
- Y: INSIDE 6 ROUTE. SPLIT 2 YDS. POP RELEASE INSIDE HOOK OVER THE BALL AT 12 YDS, BE STATIONARY. ALERT TO UNCOVER WHEN QB LOOKS TO YOU. READ-BREAK BY GAME PLAN.
- Z: SAME AS X.
- H: CHECK LBKR-STOP AT 6-7 YDS.
- F: CHECK LBKR-STOP AT 6-7 YDS.
- QB: 7 STEPS-PUT BALL IN FRONT TO WR. PUT BALL ON Y/SLOT-BACKS, P.S.L. COVER LOOK. BOTH WR UNCOVERED WORK WEAK. KEY THE UNDERNEATH COVERAGE FOR X-H-Y. X COVERED WORK STRONG, KEY SS FOR Z-FB-Y. BOTH WR'S COVERED WORK WEAK.

FORMATION ALERT:

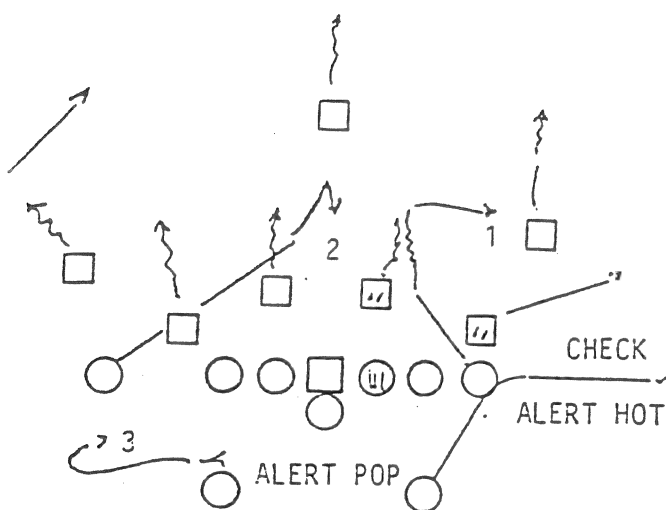
VARIATION

READ-BREAK RULE FOR Y/SLOT VS COVER 6. WORK Y/SLOT TO FB-HB.

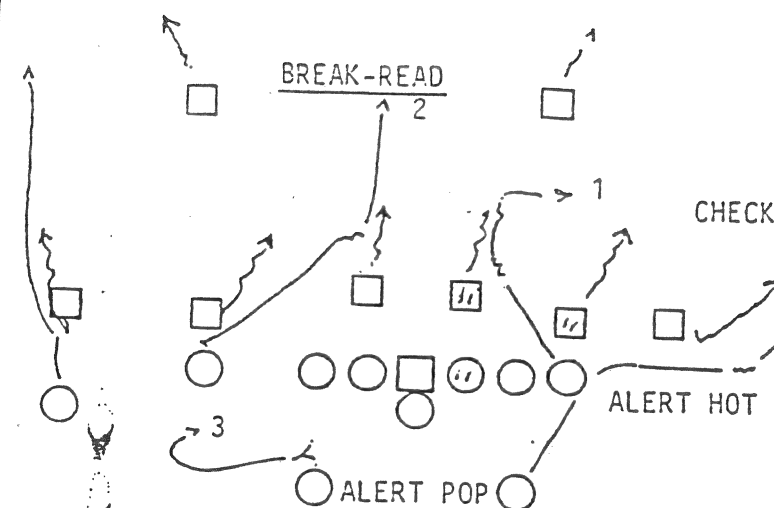
BALL CONTROL ATTACK: PROTECTION SCAT

PATTERN 368

FLARE SHOOT (FLAT)(HIT)



SPLIT RT SLOT SCAT RT 368 SHOOT



INSIDE 6 BREAK-READ AUTOMATIC VS 6

PROTECTION ALERT: SCAT VS 30/43

SS BLITZ:

WS BLITZ:

BASIC COACHING POINTS

Z: BASIC 8 AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS BUMP/CLOUD.

X IN SLOT: INSIDE 6. SPLIT 6 YDS. RELEASE INSIDE HOOK OVER THE BALL AT 12 YDS. BE STATIONARY - UNCOVER WHEN QB LOOKS TO YOU. AUTOMATIC BREAK-READ VS 6. SAME FOR TE IN SLOT 2 TGT.

Y (TE): INSIDE 3. SPLIT 2-2 1/2 YDS. POP RELEASE INSIDE AND COLLISION NEAR M BKR. DO NOT HURRY! BREAK OUT (LOSE GROUND) IN THE AREA 7 TO 12 YDS DEEP. ALERT TO ADJUST TO MAN UNDER/SAFETY COVERAGE.

S.B.: SCAT CALL-FREE RELEASE. RUN SHOOT, MUST CHECK QB ON FLAT THEN SHOOT.

W.B.: CHECK LBKR-SWING.

QB: 5 STEPS. BALL IN FRONT ON FLAT, ANTICIPATE BREAK ON INSIDE 3-TOUCH ON BALL. P.S.L. COVER LOOK. LBKR ON SLOT/DBS UP ON SLOT ALERT 6/3. CHECK S.B. ON FLAT PART OF SHOOT. WORK INSIDE 3 TO SLOT-WB OUTLETS. COVER 6/3 ZONE LOOK CHECK SHOOT WORK INSIDE 3 ALERT BREAK-READ.

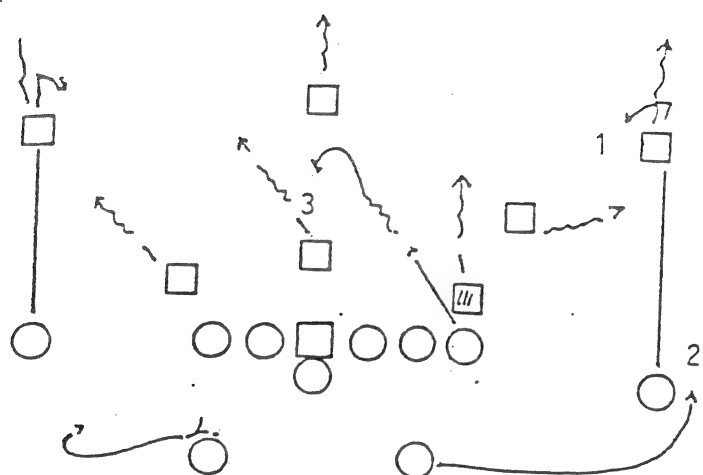
FORMATION ALERT: K CALL 968/368/168VARIATION

368 FLAT/368 HITCH

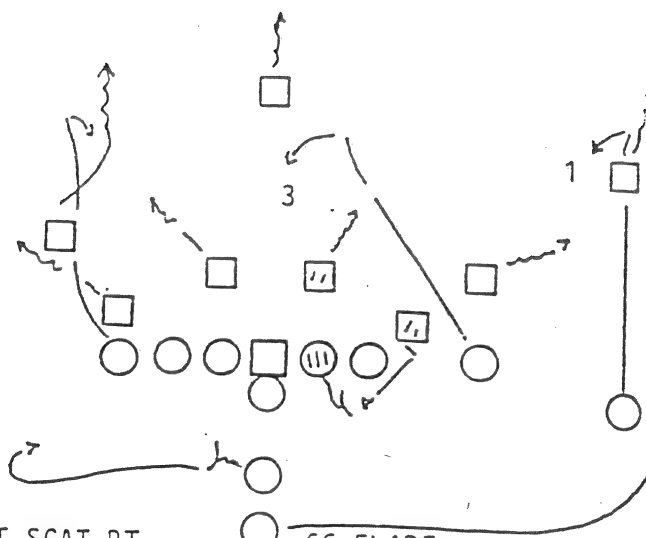
BALL CONTROL ATTACK: PROTECTION SCAT

PATTERN 66

FLARE FLARE



SPLIT RT SCAT RT 66 FLARE



I LT SLOT SCAT RT

66 FLARE

PROTECTION ALERTS: SCAT VS 30/43. POSSIBLE POCKET VS 43. 866 FLARE IS POCKET 43/30.

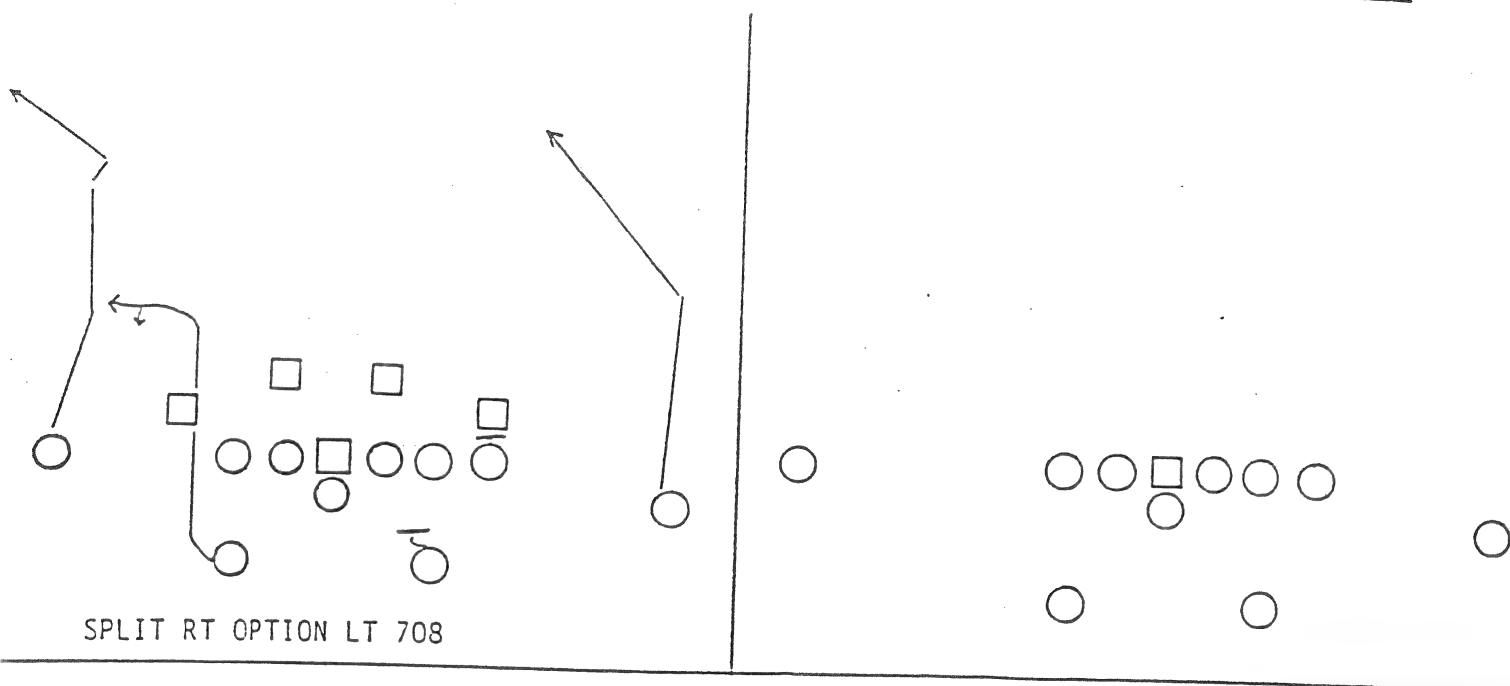
SS BLITZ:

VS BLITZ:

BASIC COACHING POINTS

- BASIC 6 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. BENCH VS CLOUD/BUMP.
- INSIDE 6 ROUTE. SPLIT 2 YDS. POP RELEASE INSIDE WALL NEAR M BKR. HOOK OVER THE BALL AT 12 YDS. BE STATIONARY. ALERT TO UNCOVER WHEN QB LOOKS TO YOU. READ-BREAK BY GAME PLAN. VS SLOT OUTSIDE RELEASE, HOOK OUTSIDE YOUR ORIGINAL POSITION.
- LOT: INSIDE 6 ROUTE. SPLIT 6 TDS. RELEASE INSIDE HOOK OVER THE BALL AT 12 YDS. ADJUST LIKE Y.
- LOT OPEN: Y SAME AS X.
- BASIC 6 ROUTE AT 12 YDS. SAME SPLIT RULE AS X. VS CLOUD INSIDE RELEASE AND HOOK. VS BUMP USE BEST RELEASE, BREAK TO INSIDE.
- B: SCAT CALL-FREE RELEASE FLARE. NO SCAT CHECK LBKR-FLARE.
- B: CHECK LBKR-SWING. NO SCAT CHECK LBKR-FLARE.
- B: 5 BIG STEPS-HITCH. SHOULDER TO SHOULDER THROW TO HOOK, OUT IN FRONT TO FLARE. P.S.L. COVER LOOK. ANTICIPATE WR ADJUSTMENTS. WORK STRONG, Z-SB FLARE (BEAT THE SHORT DEFENDER) Y-WB OUTLETS. MUST ANTICIPATE THROWING LANE TO Z6. ALERT VS BUMP. POSSIBLE MLB KEY VS 43. WORK X OR Z AS #1. USE POCKET 66 FLARE CALL.

FORMATION ALERT: DIG/K CALLSVARIATION: 866 FLARE (POCKET) X UNCOVERED WS MIDDLE. WORK X-Y-WB



PROTECTION ALERT: O CALL VS 30/43 TELLS TE TO CHECK MAN OVER

SS BLITZ:

WS BLITZ:

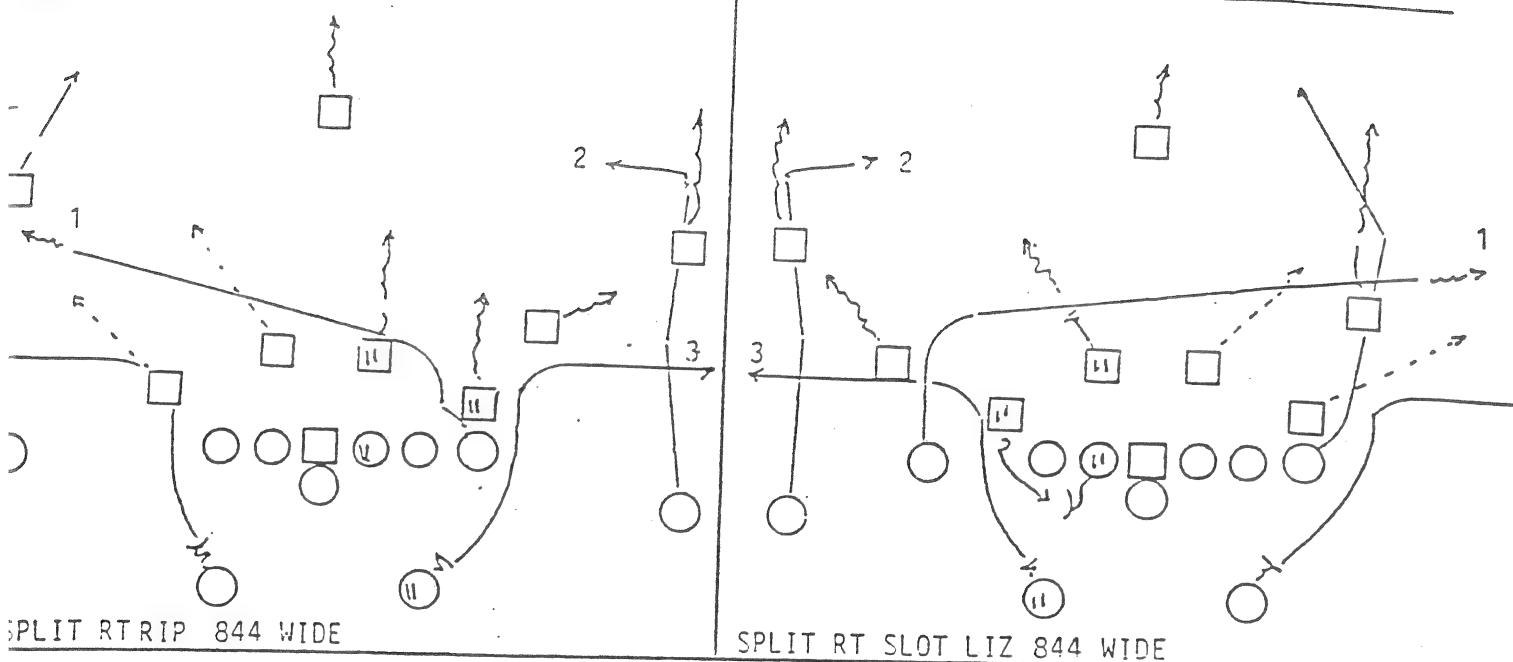
BASIC COACHING POINTS:

- X: 7 ROUTE. SPLIT 7 RULE. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
- Y: CHECK MAN OVER.
- Z: BASIC 8 ROUTE.
- H: FREE RELEASE-OPTION ROUTE AT 6-7 YDS DEEP. POSITION YOURSELF BEFORE THE SNAP TO GET CLEAN RELEASE.
- F: CHECK MIDDLE LBRK.
- QB: 7 STEPS. BALL IN FRONT ON 7 ROUTE. BACK ON OPTION UNLESS BACK STOPS. THEN PUT BALL ON HIS #'S.
P.S.L. COVER LOOK. RECEIVERS COVERED/UNCOVERED. KEY DEFENDER IN SHORT ZONE FOR WR/BACK, MUST HAVE THROWING LANE. BE ALERT TO OPTION ROUTE ADJUSTMENTS. BASIC 7 OH 8 WORK X-HB.

FORMATION ALERTS:

VARIATIONS

DOWNFIELD ATTACK: PROTECTION POCKET PATTERN 844 FLARE WIDE



PROTECTION ALERTS: USE RIP LIZ VS 30.

VS BLITZ:
VS BLITZ:

BASIC COACHING POINTS

- 8 ROUTE. SPLIT OUTSIDE THE # . VS CLOUD/BUMP RELEASE OUTSIDE.
- : INSIDE 4 ROUTE. SPLIT 2-2 1/2 YDS. POP RELEASE INSIDE. AVOID LBKR'S RUN FLAT 4 TO FAR SIDE AT 12 YDS DEEP. SLOT: RELEASE OUTSIDE RUN 8 ROUTE.
- LOT: INSIDE 4 ROUTE. SPLIT 6 YDS. SAME AS Y.
- : 4 ROUTE AT 20 YDS. SPLIT OUTSIDE THE # . VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE BREAK INSIDE FLAT-KEEP GOING.
- : CHECK LBKR-WIDE. KEEP GOING TO S.L. ALERT LIZ RIP.
- : CHECK LBKR-WIDE. KEEP GOING TO S.L. ALERT RIP LIZ.
- 3: 7 STEP DROP (5 STEP-8 ROUTE). ANTICIPATE AND THROW TO HOLES IN ZONE. LEAD RECEIVER VS MAN.
P.S.L. COVER LOOK. COVERED/UNCOVERED AND SAFETY LOOK
BASIC: CHECK INSIDE 4 WORK Z-SB.
X-8: CHECK X WORK Y-WB.

FORMATION ALERTS: DIG/K CALLS

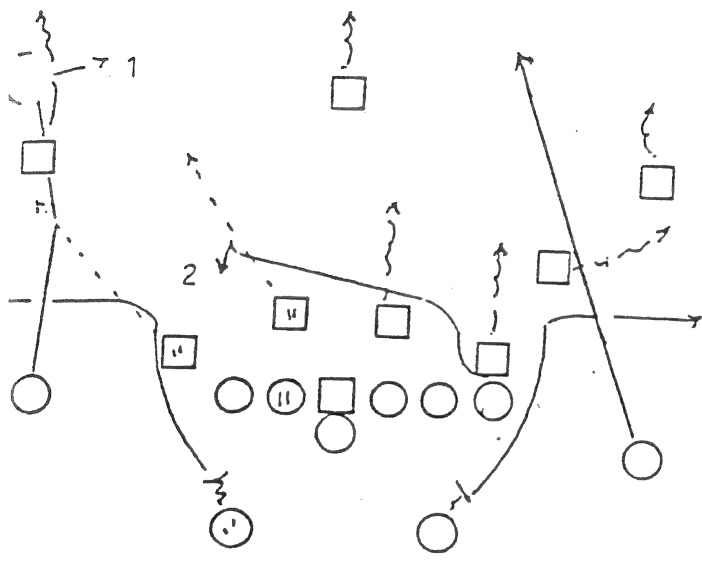
VARIATIONS

847/744

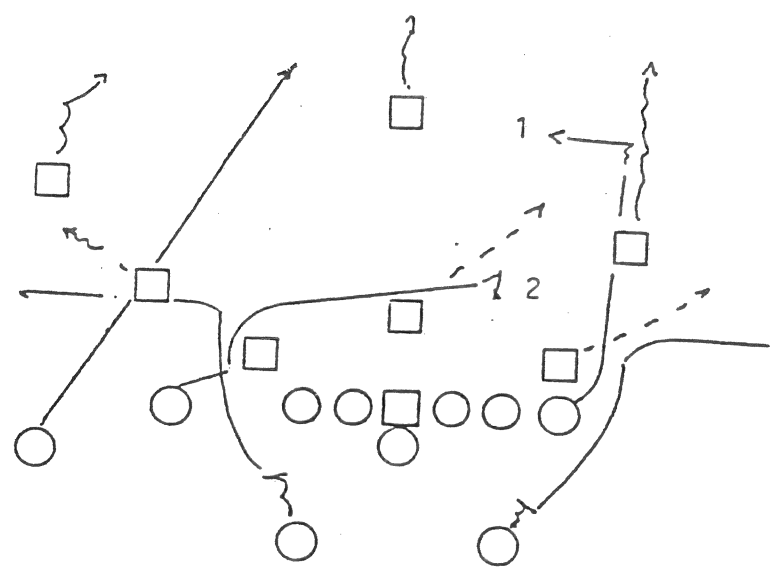
DOWNFIELD ATTACK: PROTECTION POCKET

PATTERN 428

FLARE WIDE



SPLIT RT LIZ 428 WIDE



SPLIT RT SLOT 428 WIDE

PROTECTION ALERT: USE LIZ RIP VS 30

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

- X: 4 ROUTE AT 20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE BREAK INSIDE. KEEP GOING.
- Y: INSIDE 2 ROUTE 6-7 YDS OVER THE OFF TACKLE. POP RELEASE INSIDE.
SLOT: OUTSIDE RELEASE 4 ROUTE 15-17 YDS.
- SLOT: INSIDE 2 ROUTE. SAME AS Y.
- Z: CL. 8 ROUTE, GET DEEP DOWN THE MIDDLE FAST! SPLIT INSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
- H: CHECK LBKR - WIDE. KEEP GOING TO S.L., ALERT LIZ RIP.
- F: CHECK LBKR - WIDE. KEEP GOING TO S.L., ALERT LIZ RIP.
- QB: 7 STEP DROP. ANTICIPATE AND THROW TO HOLE IN ZONE.
P.S.L. COVER LOOK, BE AWARE OF WK SAFETY. CHECK Z-8, WORK X TO Y.
BACK ON WIDE IS OUTLET. KEY THE NEAR M BKR FOR 4 OR 2.

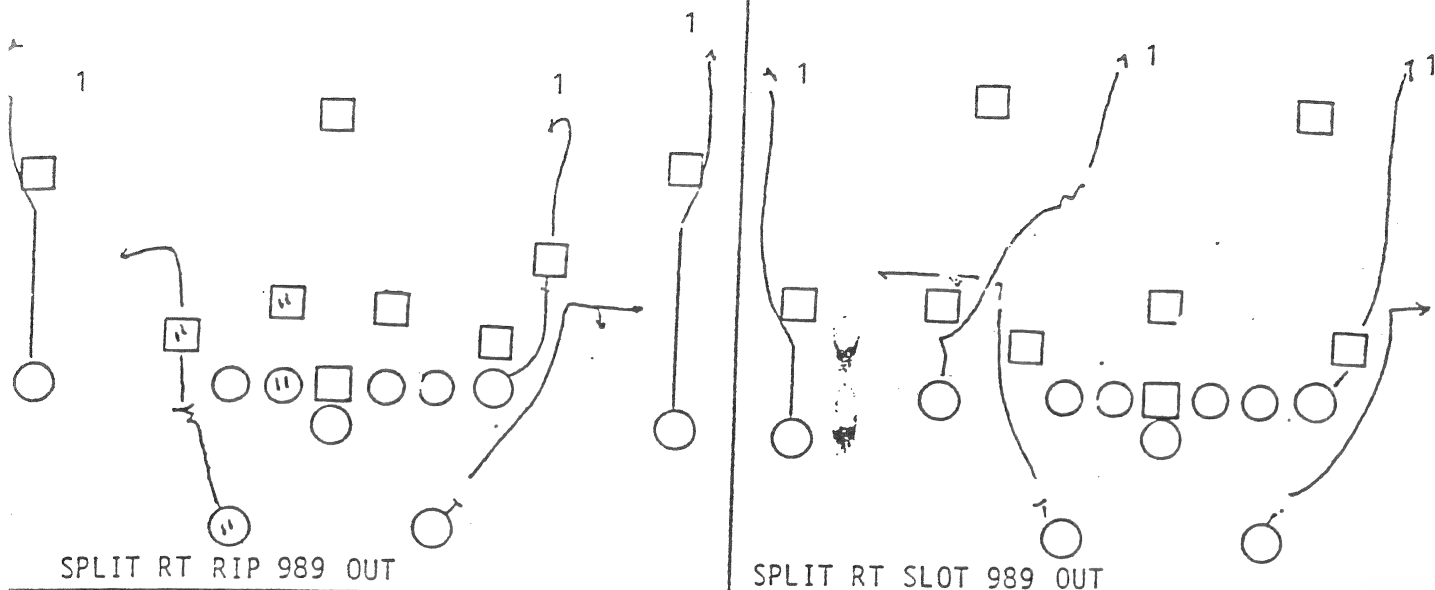
FORMATION ALERT:

VARIATION

DOWNFIELD ATTACK: PROTECTION POCKET

PATTERN 989

FLARE OUT



PROTECTION ALERT: USE LIZ RIP VS 30

SS BLITZ:

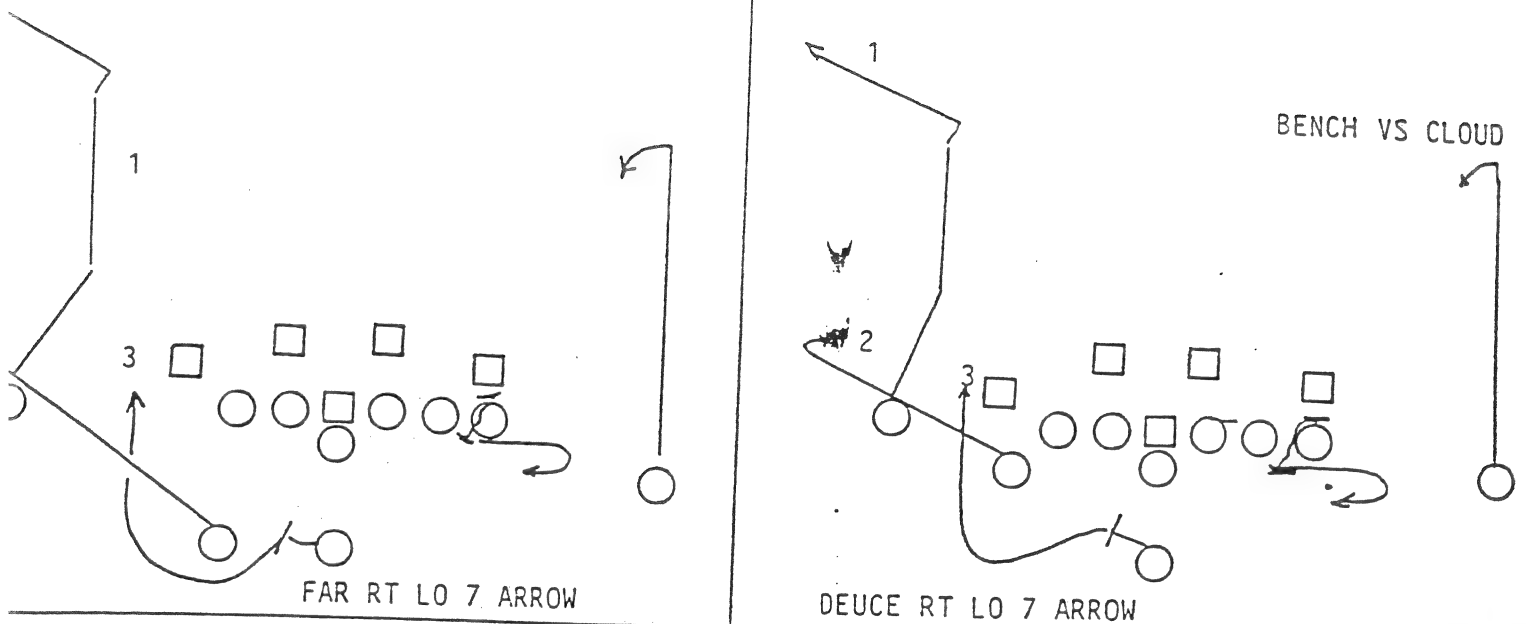
WS BLITZ:

BASIC COACHING POINTS

- X: 9 ROUTE. GET DEEP FAST! SPLIT 9 RULE WHEN SINGLE RECEIVER SIDE VS CLOUD/BUMP BEST RELEASE. MUST NOT BE HELD UP. MUST CATCH BALL DOWNFIELD OUTSIDE ORIGINAL ALIGNMENT.
- Z: 9 ROUTE. GET DEEP FAST! SPLIT WIDER THAN 9 RULE WHEN TWO RECEIVER SIDE. SAME ADJUSTMENTS AS X.
- Y: INSIDE 8 ROUTE. SPLIT 2-3 YDS. RELEASE OUTSIDE KEY THE SAFETY FOR ROUTE ADJUSTMENTS. BE DECISIVE! SLOT: OUTSIDE RELEASE, 9 ROUTE.
- SLOT: SAME AS Y. SPLIT 6 YDS.
- H: CHECK LBKR - ALERT LIZ RIP.
- F: CHECK LBKR - ALERT LIZ RIP.
- QB: 7 STEPS VS INSIDE 8. 5 STEPS VS 9/PUMP
P.S.L. COVER LOOK. IF COVER CAN BE DETERMINED BEFORE THE SNAP THE QB CAN FOCUS ON A SINGLE RECEIVER. IF COVERAGE LOOK NOT DISTINCT WORK INSIDE 8. OUTLETS ARE CROSS-SNEAK.

FORMATION ALERTS:VARIATION

PUMP VS COVER 6 TO CONTROL THE SAFETY ON THE TWO RECEIVER SIDE.



PROTECTION ALERT: USE LIZ RIP VS 30

SS BLITZ:

WS BLITZ:

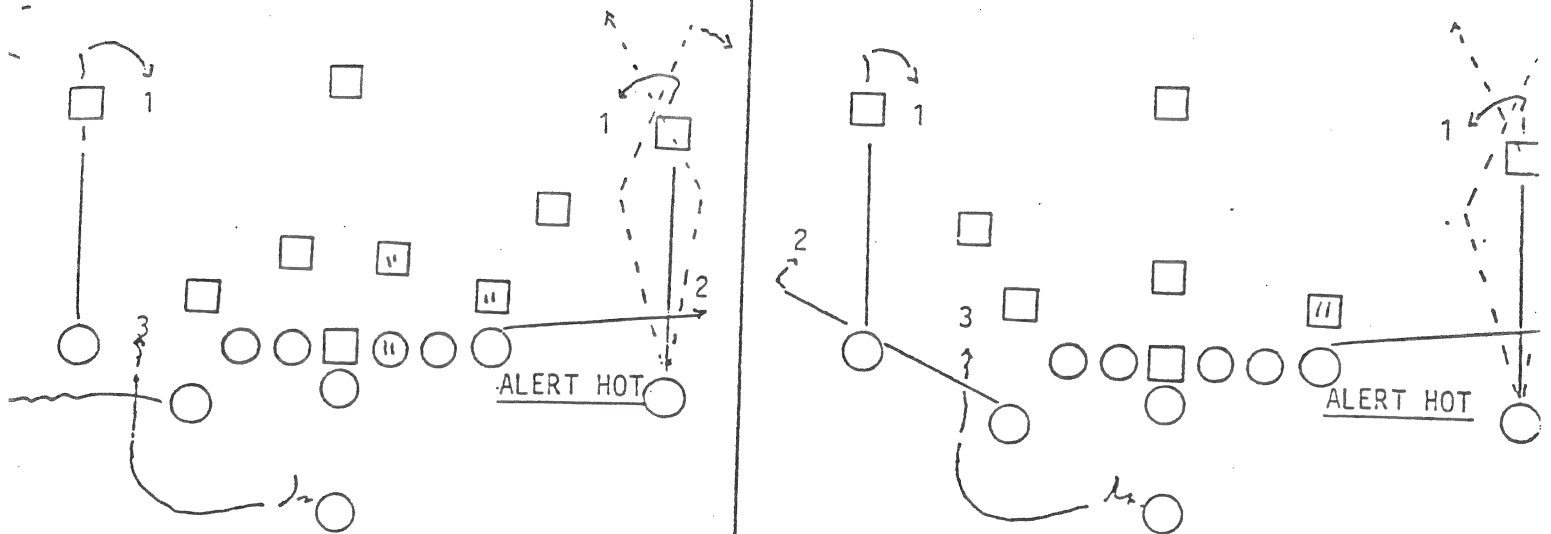
BASIC COACHING POINTS:

- X: 7 ROUTE. SPLIT OUTSIDE THE # OR BY GAME PLAN. 7 ROUTE VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
- Y: CHECK LBKR-SWING. SPLIT 1 FOOT. ALERT STAY/AXE.
- Z: DEEP 6 ROUTE 12-17 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP: BENCH 6
- WB: FREE RELEASE-ARROW. GET WIDTH FAST. ALERT MOTION/JET CALL.
- SB: CHECK LBKR-M. AVOID DE RUSH. ALERT MOTION/JET CALL.
- QB: 7 STEPS.
P.S.L. COVER LOOK. WHERE ARE THE SAFETIES? WHO MOVES WITH MOTION - LBKR/DB? WORK X-ARROW COMBINATION.

FORMATION ALERT: DEUCE/WHIP

VARIATION

DOWNFIELD ATTACK: PROTECTION LO HI 3 DIGIT PATTERN 618 FLARE ARROW



PROTECTION ALERT: SCAT STRONG VS 30/43

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

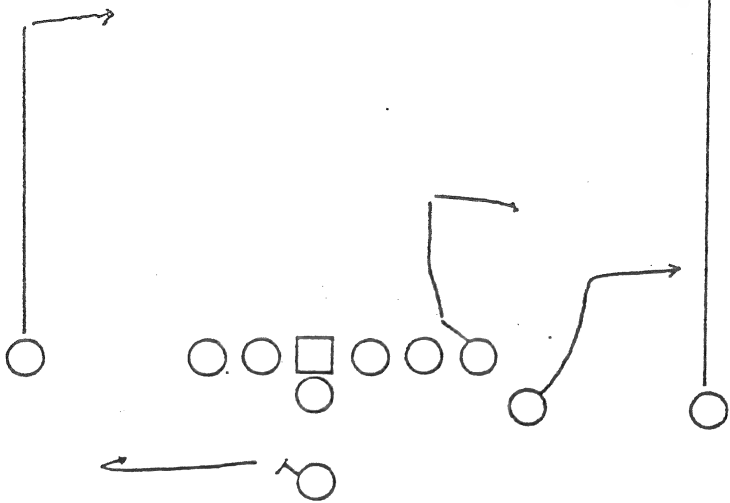
- X: DEEP 6 AT 12-17 YDS (NO READ). SPLIT OUTSIDE THE # OR BY GAME PLAN.
VS CLOUD INSIDE RELEASE. VS BUMP BEST RELEASE BREAK INSIDE. VS WS BLITZ, POST.
- Y: FREE RELEASE - INSIDE 1 ROUTE. HOT, NO BALL QUICK - ARROW TECHNIQUE.
- Z: RUN ROUTE CALLED: 616-DEEP 6. SAME SPLIT/ADJUST RULES LIKE X. 617-7 ROUTE.
SPLIT RULE 3. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE. 618-8 ROUTE.
SPLIT OUTSIDE THE #. VS CLOUD INSIDE OUTSIDE. VS BUMP RUN QUICK GO.
- WB: FREE RELEASE-ARROW. GET WIDTH FAST, ALERT MOTION/JET CALL.
- SB: CHECK LBKR-M. AVOID DE RUSH, ALERT MOTION/JET CALL.
- QB: 7 STEPS
P.S.L. COVER LOOK. WHERE IS SS? WORK SIDE AWAY FROM COVERAGE. WK SIDE:
X TO ARROW. ST SIDE Z-Y TO M. MUST BE AWARE OF Y HOT VS SCAT.

FORMATION ALERT: DEUCE/WHIP-DOUBLE/DART

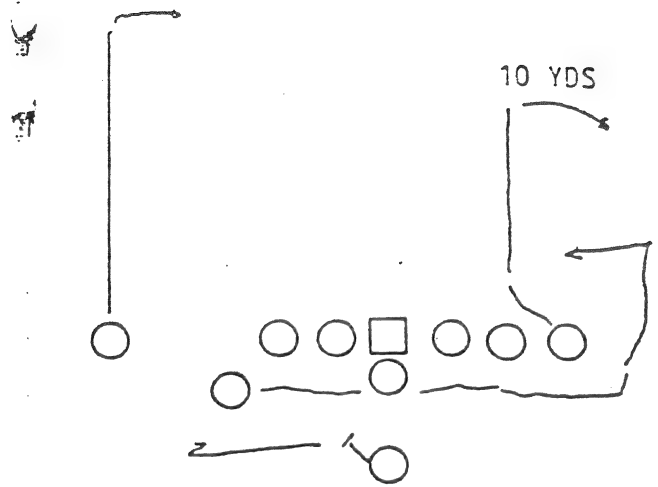
VARIATION

619 ARROW

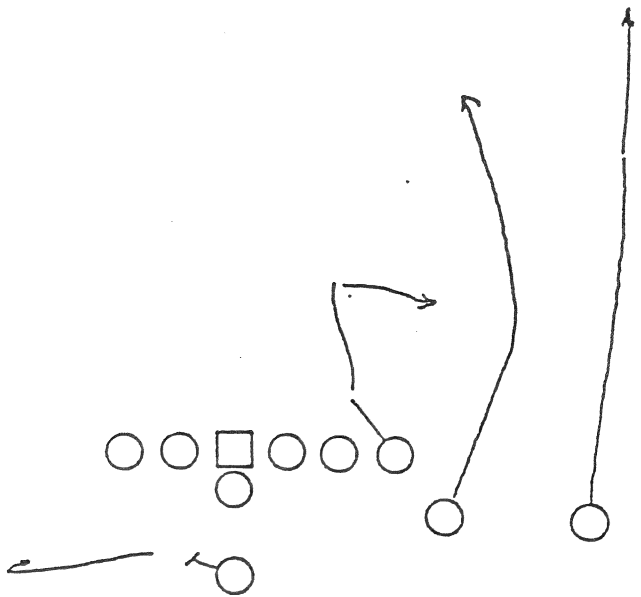
SPECIAL PASSES



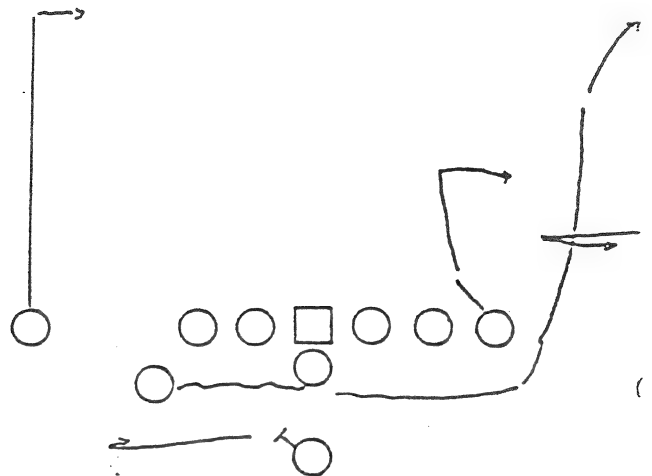
TREY RT SCAT RT 439 F OUT



JET TREY RT SCAT RT 439 F IN

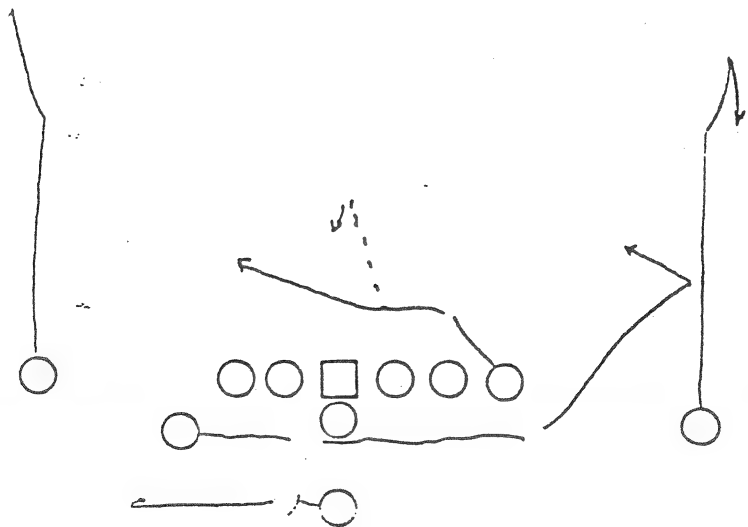


TREY RT SCAT RT 439 F POST

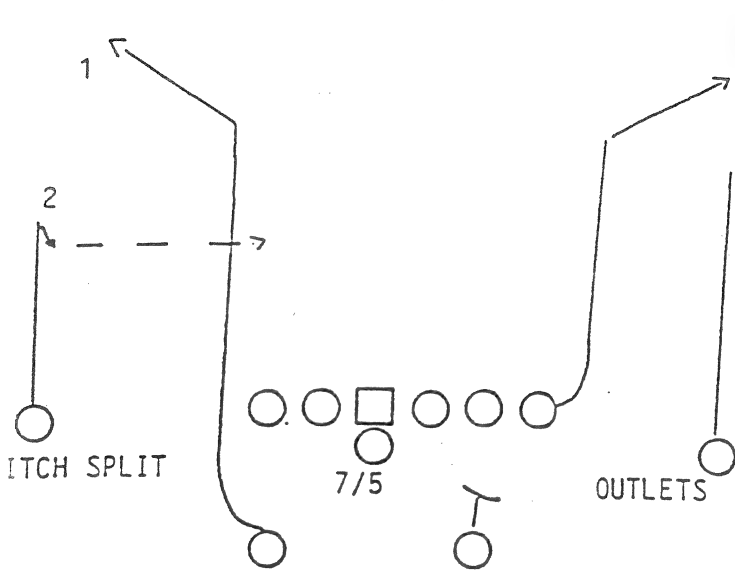


JET TREY RT SCAT RT 432 FK DLY F CORNER

JET TREY RT 545 F SEAM

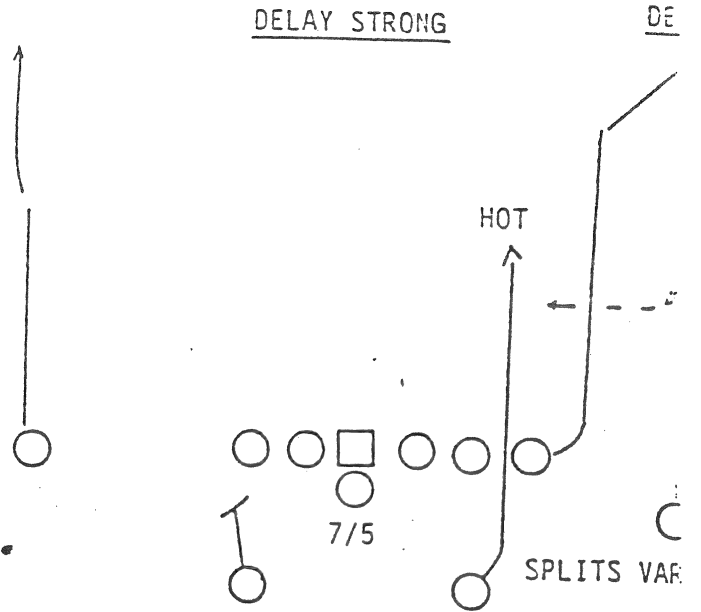


DELAY WEAK



SPLIT RT OPTION RT 209 DELAY

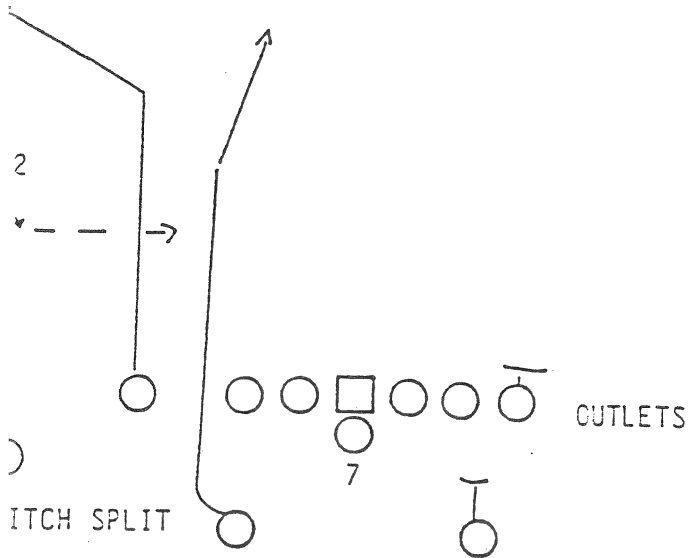
DELAY STRONG



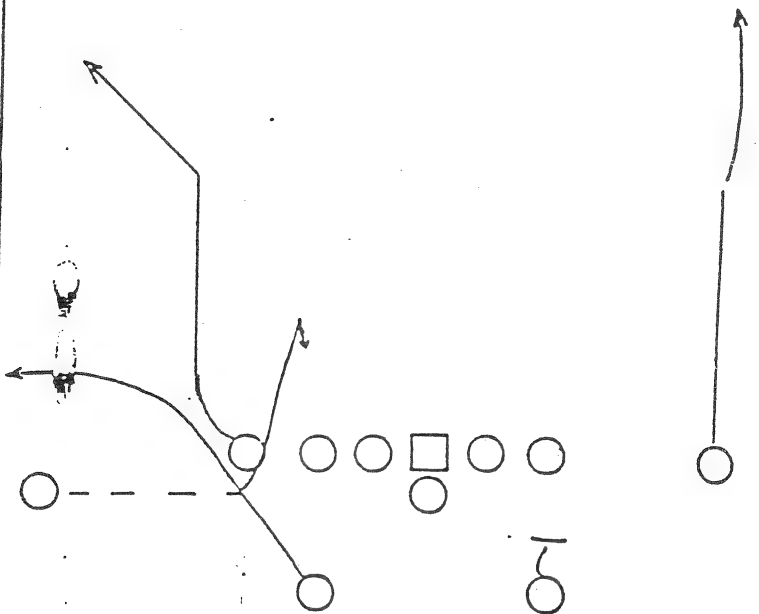
SPLIT RT SCAT RT 972 DELAY

WASH

DELAY SLOT

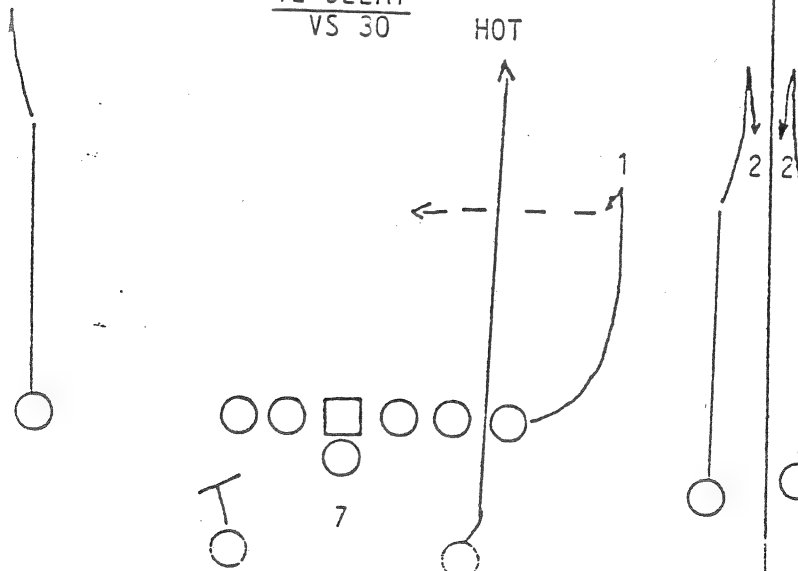


SPLIT RT SLOT OPTION LT 072 DELAY

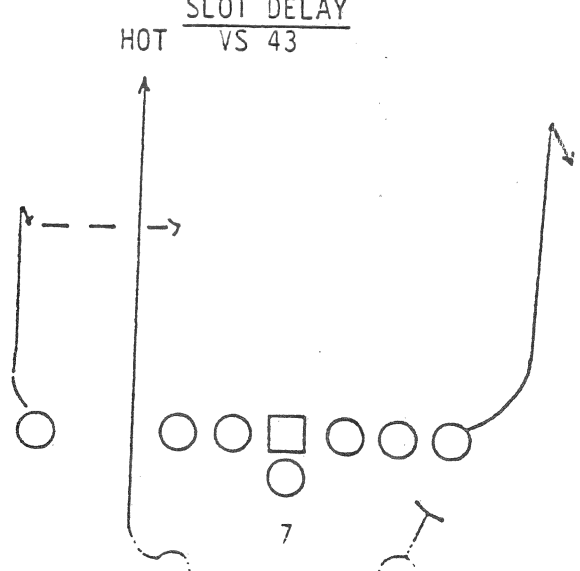


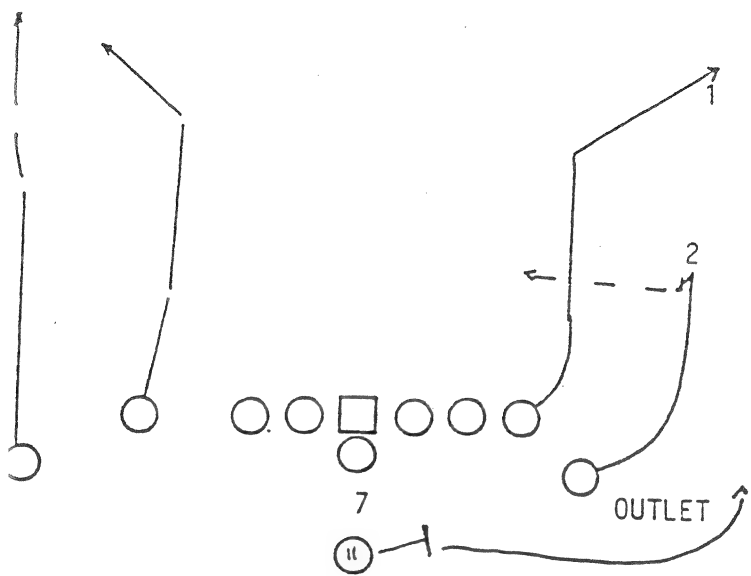
SPLIT LT ZIP SCAT LT 972 DLY F FLAT

TE DELAY
VS 30



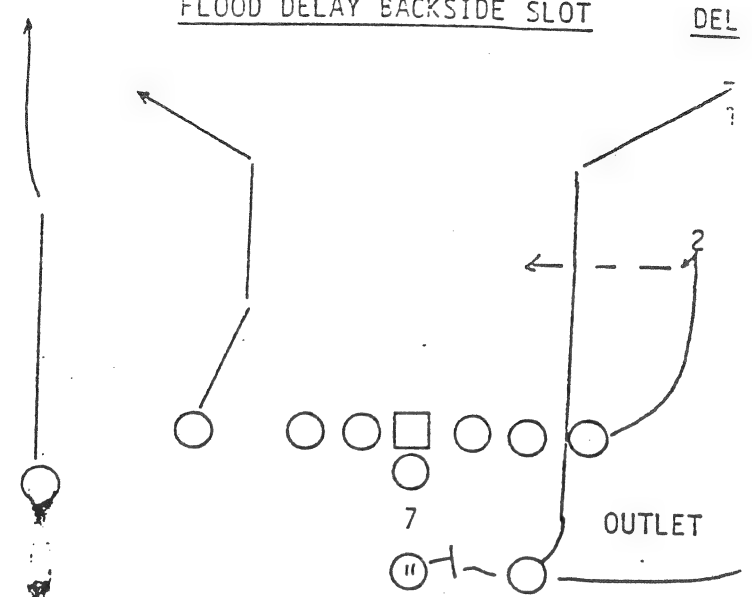
SLOT DELAY
VS 43



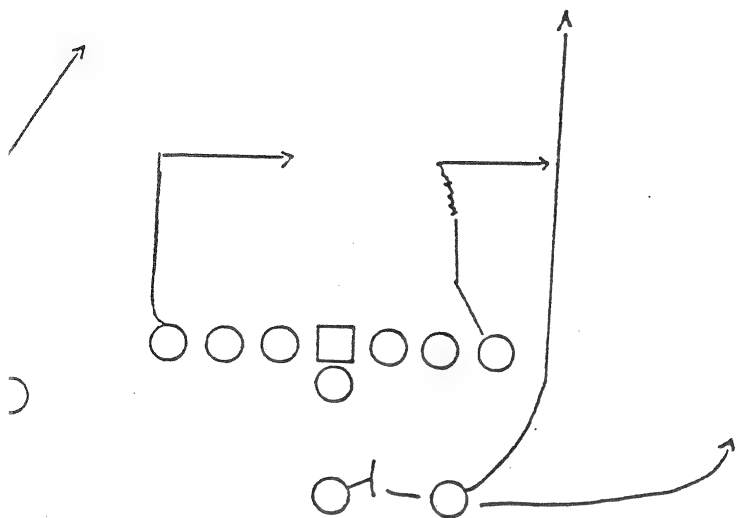


TWINS RT RAM K 279 DELAY (F CORNER)

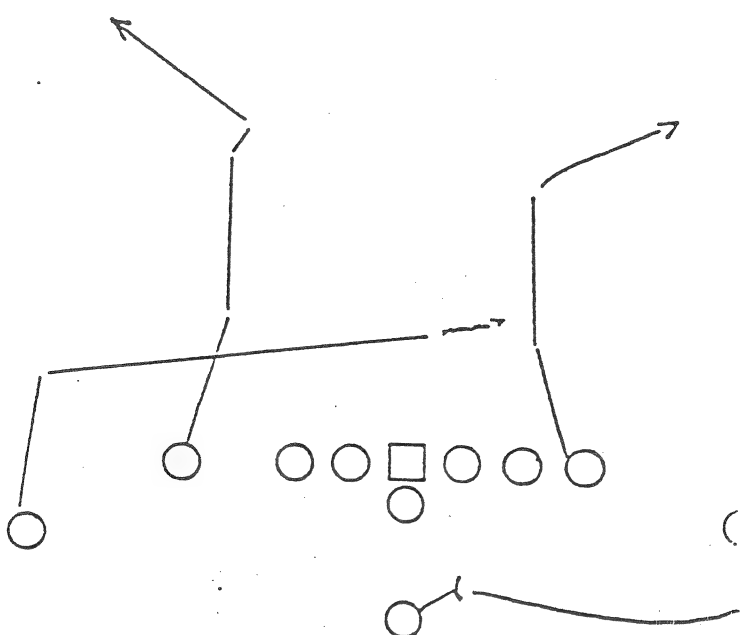
FLOOD DELAY BACKSIDE SLOT DEL



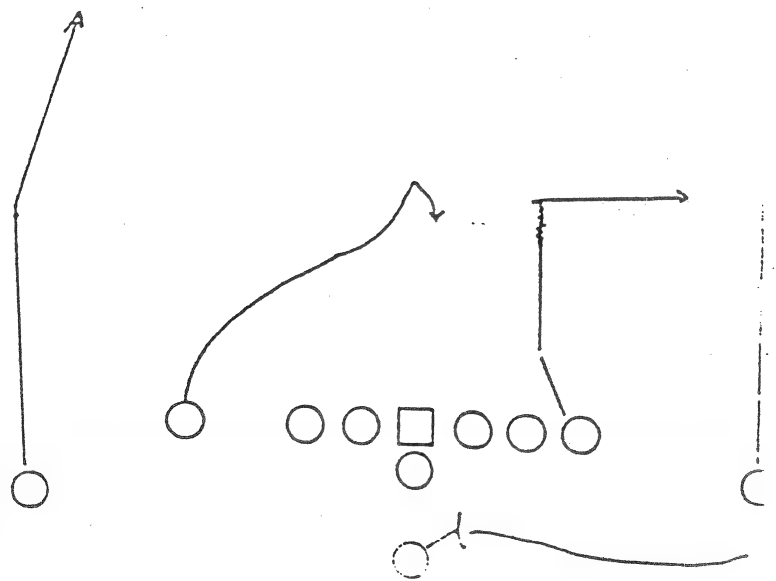
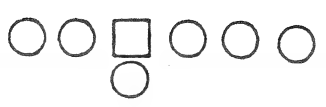
NEAR RT SLOT RAM 279 DELAY



NEAR LT TGT RAM 3 WHEEL

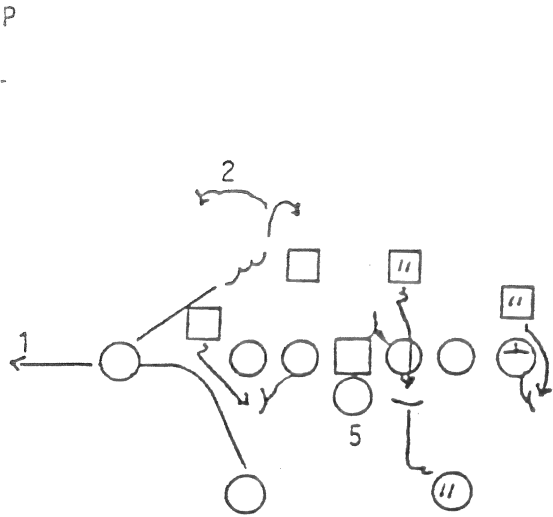


FLEX RT RAM K 97'0" Y CORNER



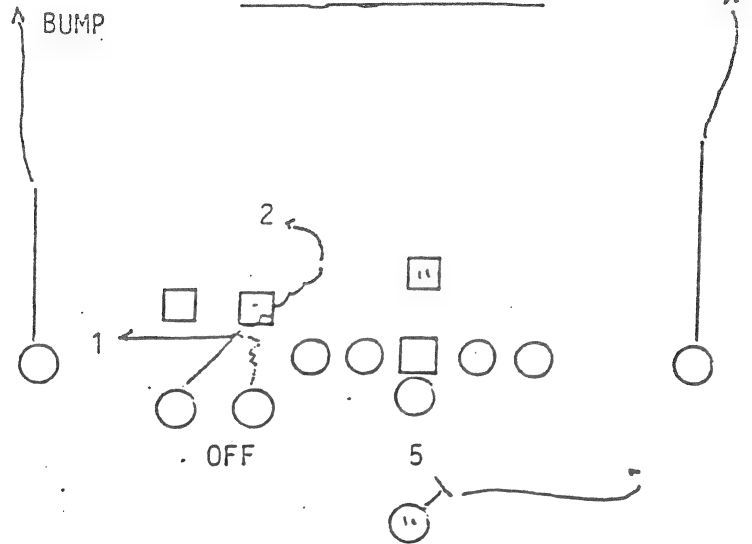
PICKS

PICK 29 SLOT



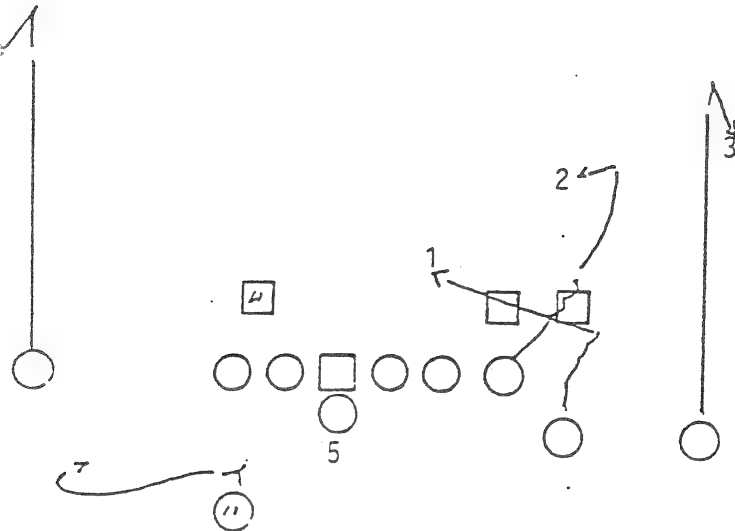
SPLIT RT SLOT OPTION LT PICK 29

PICK 29 TREY/TRIPS



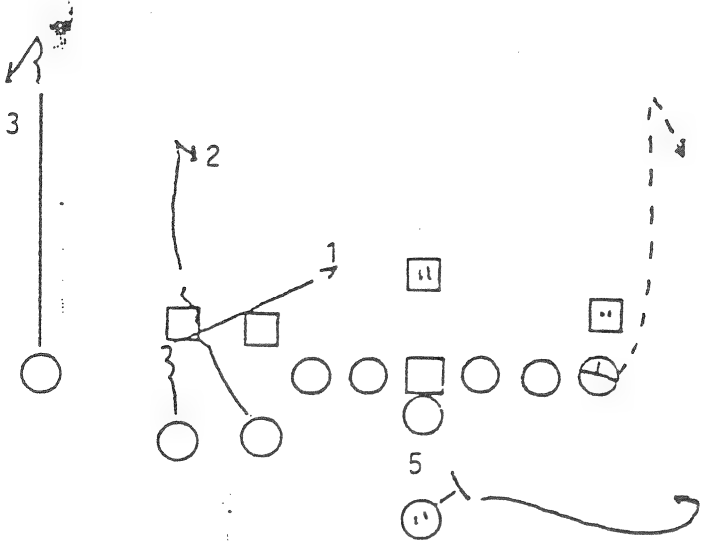
TREY/TRIPS OPTION LT PICK 29

PICK 55/FAKE TREY/TRIPS



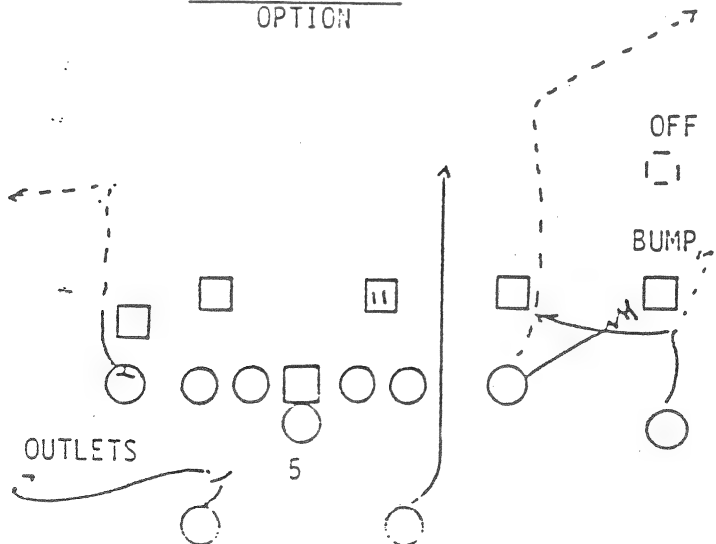
TREY/TRIPS OPTION RT PICK 55/FAKE

PICK 55/FAKE ACE/SINGLE

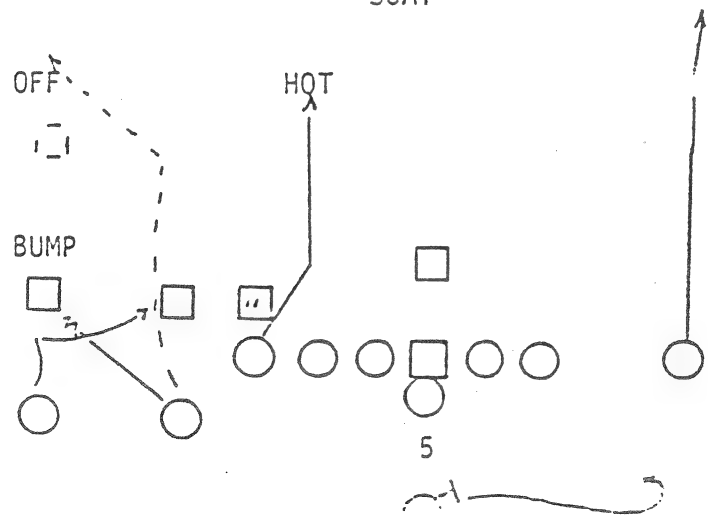


ACE/SINGLE OPTION LT PICK 55/FAKE

PICK 072 SLOT
OPTION



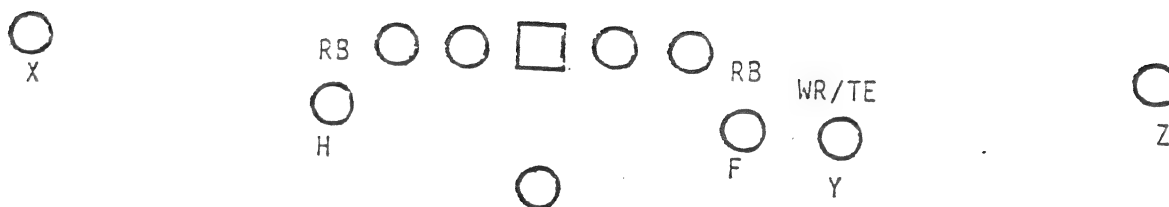
PICK 972 TREY/TRIPS
SCAT



SHOT GUN PASSES BY FORMATION/PROTECTION

NKL 12

SHOT GUN/RIFLE



OPTION FAKE "O"68 SHOOT
OPTION 495/768
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP

OPTION 8 FK "O"4 SHOOT
OPTION F 694 CHOICE
653 F UP
844 WIDE
834 F IN
989 OUT
"O"88 FLARE/288 H CROSS FL.

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

DRAG WK HB/ST FB 969
MIDDLE SCREEN FB 959

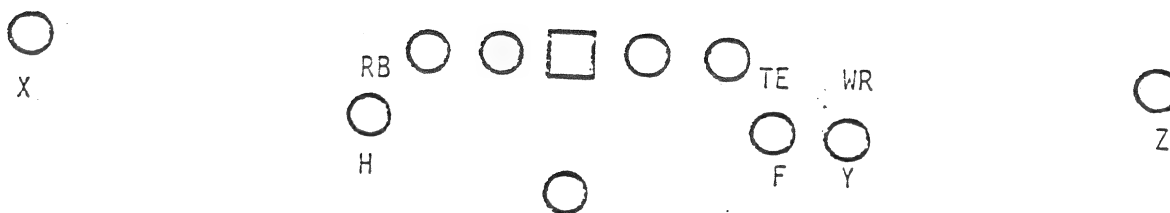
GUN TRIPS

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
565 F RUB SNEAK
RAM/LION DBL PICK FLARE
(ROSE/SALLY)

SPECIAL

LION 734 H GET OPEN



OPTION "O"68 SHOOT
OPTION 495/353
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP
OPTION 768

OPTION 8 FK "O"4
OPTION F
653 F (RIP)
844 WIDE (RIP)
834 F IN (RIP)
989 OUT
"O"88/288 CROSS FLARE

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

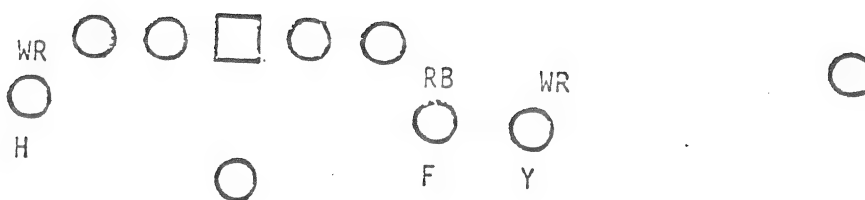
DRAG HB/FB 969

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
RAM/LION DBL PICK FLARE

SHOT GUN PASSES -2

GUN DOUBLE (4 WR)



OPTION FAKE "O"68 SHOOT

OPTION 495/768

OPTION CHOICE 495

OPTION 97"O" POST

OPTION 747 H CROSS

OPTION 272 READ

OPTION 989 UP

DELAYS

OPTION 279 DELAY

653 F UP

844 WIDE

RAM/LION

653 F UP

844 WIDE

834 WIDE

7 FK 47 H CROSS

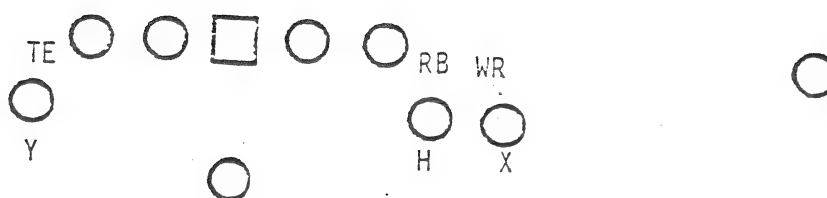
989 OUT

972 FK DELAY

PICKS

RAM/LION DBL PICK FLARE

GUN FLEX



OPTION 495/353

OPTION K 97"O" POST

363 STOP

OPTION K 272 READ

OPTION K 989 UP

K 653 H IN

K 844 WIDE

SHOT GUN

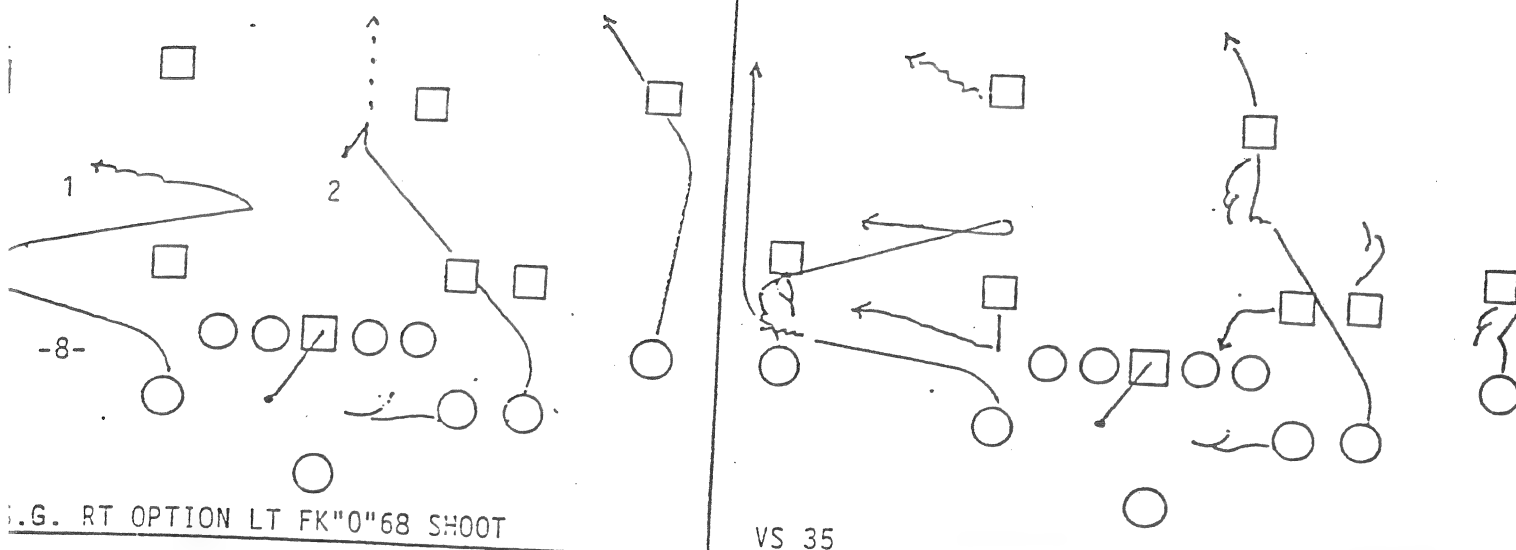
ATTACK: PROTECTION OPTION

PATTERN FK "O"68

FLARE SHOOT

NKL

READ-BREAK



PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: WANT M-M/MUST ADJUST TO ZONE
 UNCOVER RULE: Z=3
 K BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 T BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

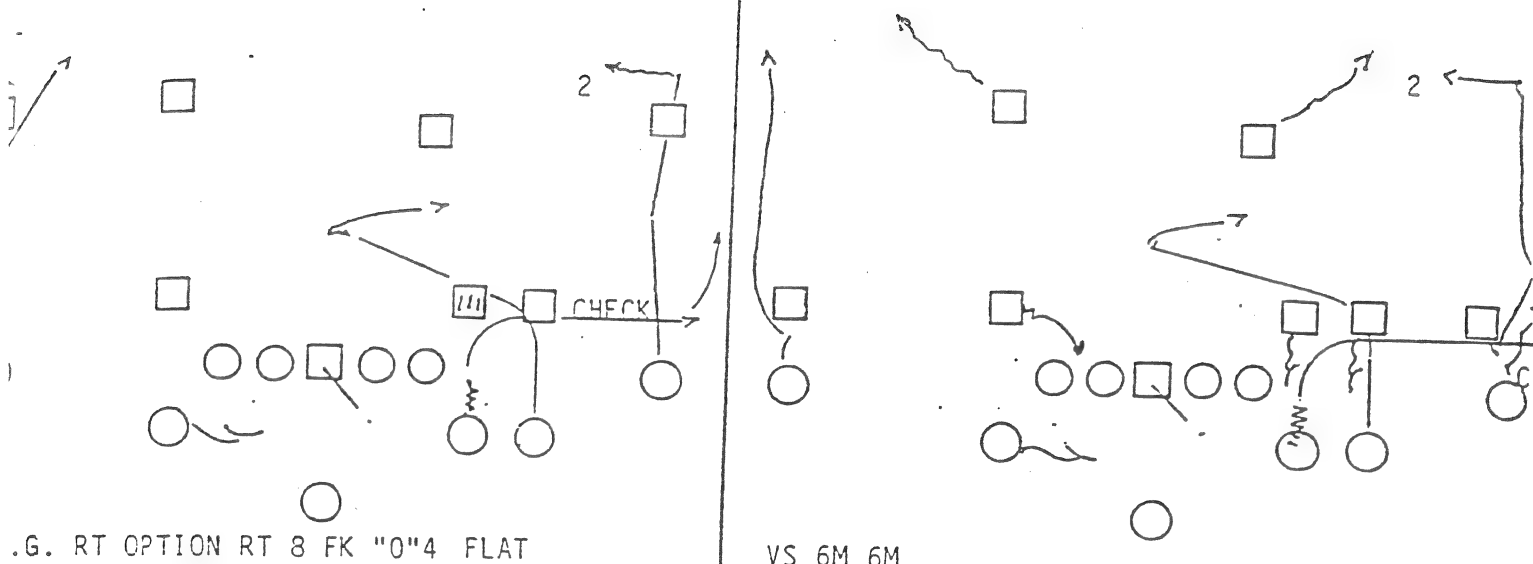
- 3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: CHECK SHOOT. WORK X FK "O"-Y. ALERT Y READ-BREAK.
 FAKE "O" ROUTE 5-8 YDS. APLIT 6-8 YDS. DRIVE TO THE GUARD. ADJUST TO ZONE WHEN PIVOT OUT. VS CLOUD/BUMP MUST RELEASE INSIDE.
KNOW BLITZ ADJUST-4 FROM A SIDE!
 INSIDE 6 ROUTE. AUTOMATIC READ-BREAK VS 6/3. BE STATIONARY. UNCOVER WHEN QB LOOKS TO YOU. VS BUMP, BEST RELEASE. DO NOT GO PAST THE CENTER ON 6 ROUTE OR BREAK-READ.
KNOW BLITZ ADJUST-4 FROM A SIDE!
 BASIC 8 AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT!
KNOW BLITZ ADJUST-4 FROM A SIDE!
- : DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG
- : FREE RELEASE-SHOOT. ALERT WK BLITZ
- FORMATION ALERT: GUN DOUBLE

FORMATION:

SHOT GUN

ATTACK: PROTECTION OPTION

PATTERN 8 FK "O"4 FLARE SHOOT



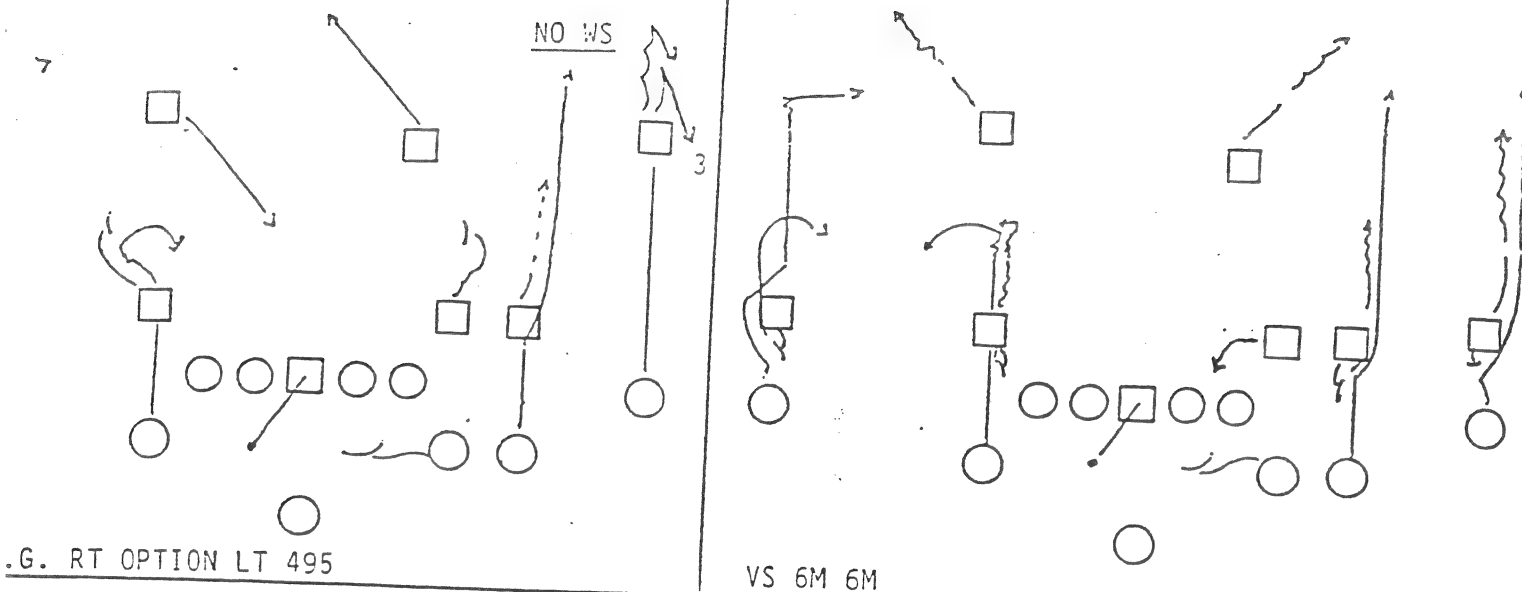
PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: WANT M-M/MUST BE ALERT FOR 3. ADJUST TO ZONE
 UNCOVERED RULE: X=3
 < BLITZ: X=3/Y=STICK/Z=BLTZ 8/WB=MDM/SB=WIDE
 T BLITZ: Z=9/Y=3/X=STICK/SB=BLOCK/WB=LBKR
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ)
 L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

COACHING POINTS

- 3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE.
PROGRESSION: CHECK F WIDE. WORK Y-Z
- BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT
KNOW BLITZ ADJUST-4 FROM A SIDE
- FAKE "O" ROUTE 5-8 YDS. SPLIT 6 YDS, DRIVE TO THE GUARD. VS JAM INSIDE RELEASE. VS BUMP BEST RELEASE. ADJUST TO ZONE ON PIVOT OUT
KNOW BLITZ ADJUST-4 FROM A SIDE
- BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : FREE RELEASE-SHOOT. ALERT TO AVOID Y ON FK "O". ALERT ST BLITZ
- : DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

FORMATION ALERT:

FORMATION:



PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: GOOD VS ALL LOOKS. HB OPTION MUST ADJUST
 UNCOVERED RULE: Z=3
 BLITZ: X=3/Y=STICK/Z=BLITZ 8/WB=BLOCK/SB=LBKR
 BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 HOLD UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.

PROGRESSION: 3R 10 OR LESS WORK H OPTION TO X-4. 3R 10 + WORK X-4 TO H OPTION.
 ALERT 2D NO WS FOR 9. Z-5 IS ALWAYS #3 LATE.

BASIC 4 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.

KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 9 ROUTE. SPLIT 6-7 YDS, SPRINT. VS JAM BEST RELEASE. MUST NOT BE HELD UP.

KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 5 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP MUST RELEASE OUTSIDE.

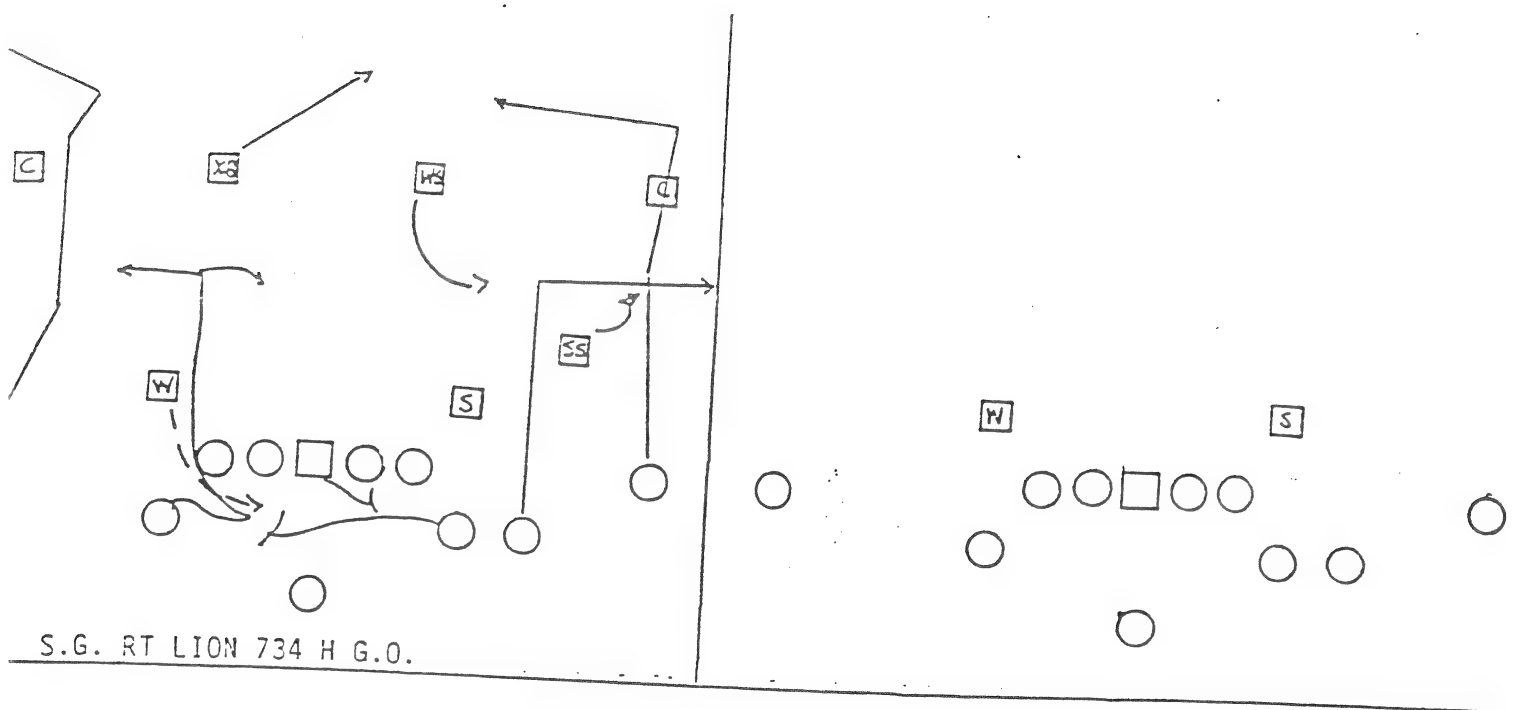
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

FREE RELEASE-OPTION (10 YDS DEEP). MUST ADJUST TO COVER. ALERT WK BLITZ

SITUATION ALERT: GUN DOUBLE/FLEX

SITUATION:



BASIC COACHING POINTS

- QB: KNOW THE DOWN-DISTANCE/P.S.L.; COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WLB ARE.
PROGRESSION: WORK HB. BASIC WEAKSIDE PLAY.
- X: DEEP 7 ROUTE. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE - VS BUMP RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE
- Y: INSIDE 3 ROUTE - AT 10-12 YDS DEEP. RELEASE OUTSIDE VS JAM/BUMP. MUST NOT ADJUST ROUTE - RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE
- Z: BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP. TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE
- HB: CHECK LBKER: VS GREEN DOG GET OPEN VS ZONE-WIDE.
- FB: CHECK WILL: STAY

SHOT GUN

ATTACK:

PROTECTION

OPTION

PATTERN

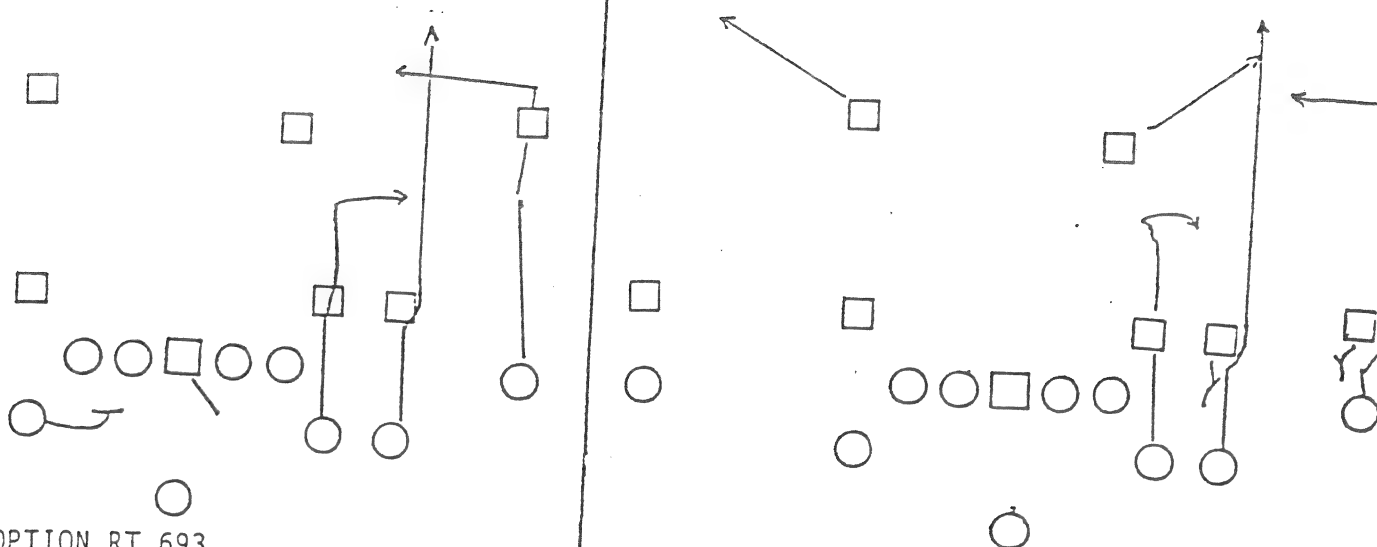
694

FLARE

F

OPTION (CHOICE)

NKL



S.G. RT OPTION RT 693

PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: SOLO ON Y/6 ZONE LOCK Y/6M 6M
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y BLTZ 8/Z=STICK/WB=MDM/SB=STICK
 ST BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=BLOCK
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

- 1B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOCK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. X UNCOVERED CHECK XB/WS AS PLAY DEVELOPS.
 PROGRESSION: Z UNCOVERED WORK Z TO FB OPTION. Z COVERED WORK FB OPTION TO Z ON 4 ROUTE. P.S.L. NO CLEAR KEY SS! CAN WORK X-6 IF UNCOVERED. VERIFY BY XB KEY.
- : DEEP 6 ROUTE 12-17 YDS. SPLIT OUTSIDE THE #. BENCH VS CLOUD/BUMP.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : INSIDE 9 ROUTE. MUST RELEASE OUTSIDE VS JAM/BUMP. WIDE SPLIT.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : BASIC 4 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 4. MUST RELEASE OUTSIDE VS BUMP.
 VS CLOUD RELEASE INSIDE.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : FREE RELEASE-OPTION ROUTE MUST ADJUST TO COVER. ALERT ST BLITZ
- : DUAL CHECK LBKR'S (NKL LOOK) - STAY. ALERT GREEN DOG

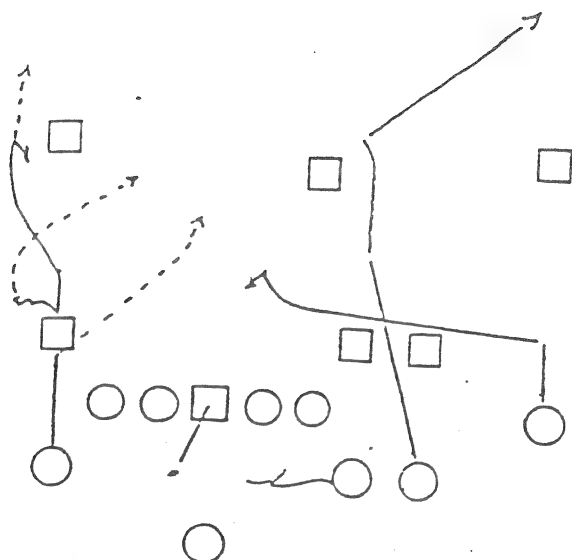
SHOT GUN

ATTACK: PROTECTION OPTION

PATTERN 97"0"

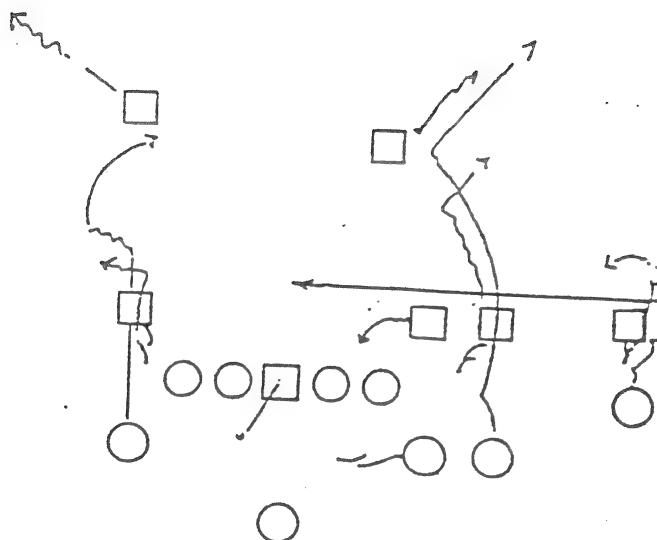
FLARE POST

NKL



S.G. RT OPTION LT 97"0" POST

VS 6M 6M



PROTECTION ALERT: OPTION VS 30/43/NKL
 SITUATION ALERT: GOOD VS 6M 6M/POSSIBLE VS 35/ALERT 66 (ZONE)
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 ST BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KEY XB/WS AS PLAY DEVELOPS.
 PROGRESSION: X COVERED KEY XB FOR X TO POST TO Z-"0". X UNCOVERED KEY XB FOR DBL ON RB/X. WORK SINGLED UP RECEIVER TO Z-"0". ALERT X UNCOVERED RULE
- K: BASIC 9 ROUTE. SPLIT 2 YDS OUTSIDE SPLIT RULE 9. VS CLOUD/BUMP BEST RELEASE. MUST GET DEEP FAST. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- L: INSIDE 8, DEEP/FAST. SPLIT 6 YDS, RELEASE AT WS-GO GET HIM! VS JAM/BUMP BEST RELEASE. MUST NOT BE HELD UP.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- B: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREE DOG
- B: FREE RELEASE-POST. MUST ADJUST TO COVER. ALERT WK BLITZ
- FORMATION ALERT: GUN DOUBLE/FLEX
- VARIATION: GUN FLEX OPTION K 97"0" POST

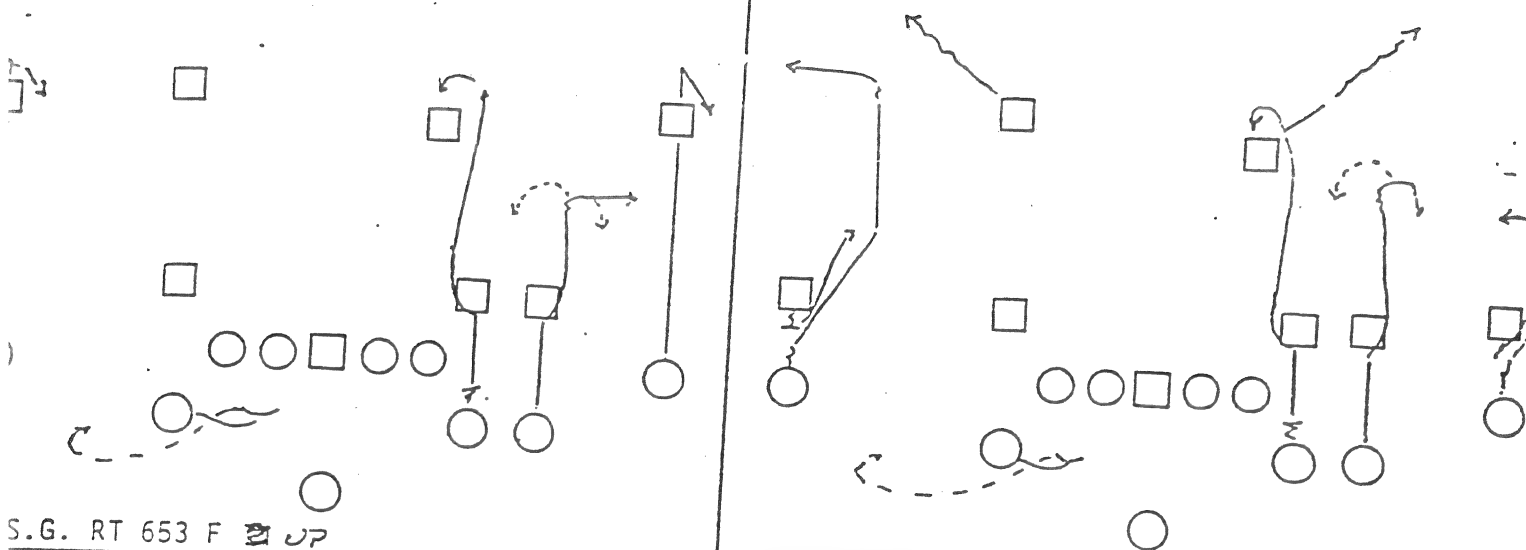
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN 653

FLARE F UP

NKL 21



S.G. RT 653 F UP

PROTECTION ALERT: POCKET VS 43/NKL. ALERT RIP LIZ VS 30
 SITUATION ALERT: BASIC PATTERN VS ALL COVERS
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y=BLTZ 8?Z STICK/WB=MDM/SB=LBKR
 LT BLITZ: X=6/Y=3/Z=9/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=LEX CALL (ALERT ST BLITZ)
 LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN WR'S COVERED/UNCOVERED. X UNCOVERED KEY SB/WS-WR'S COVERED KEY STRONG SIDE.
PROGRESSION: Z UNCOVERED WORK Z-Y/Z COVERED WORK Y-Z.

DEEP 6 ROUTE AT 12-17 YDS. SPLIT OUTSIDE #. BENCH VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

INSIDE 5 ROUTE AT 12 YDS. TIGHTEN SPLIT. BE ALERT TO ZONE/JAM/BUMP/SOLO.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

KEY 3 ROUTE AT 15 YDS (8 STEPS). SPLIT 2 YDS WIDER THAN SPLIT RULE 3. MUST RELEASE OUTSIDE CLOUD/BUMP. VS BUMP-RUN TAKE TWO. VS HUMP/CLOUD DRIVE PAST 1ST DOWN AND PIVOT BACK TO S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-UP. MUST NOT BE PUSHED OUT INTO Y-5. ALERT REX/LEO

CHECK LBKR-SWING. ALERT LEO/REX

MATION ALERT:

IATION:

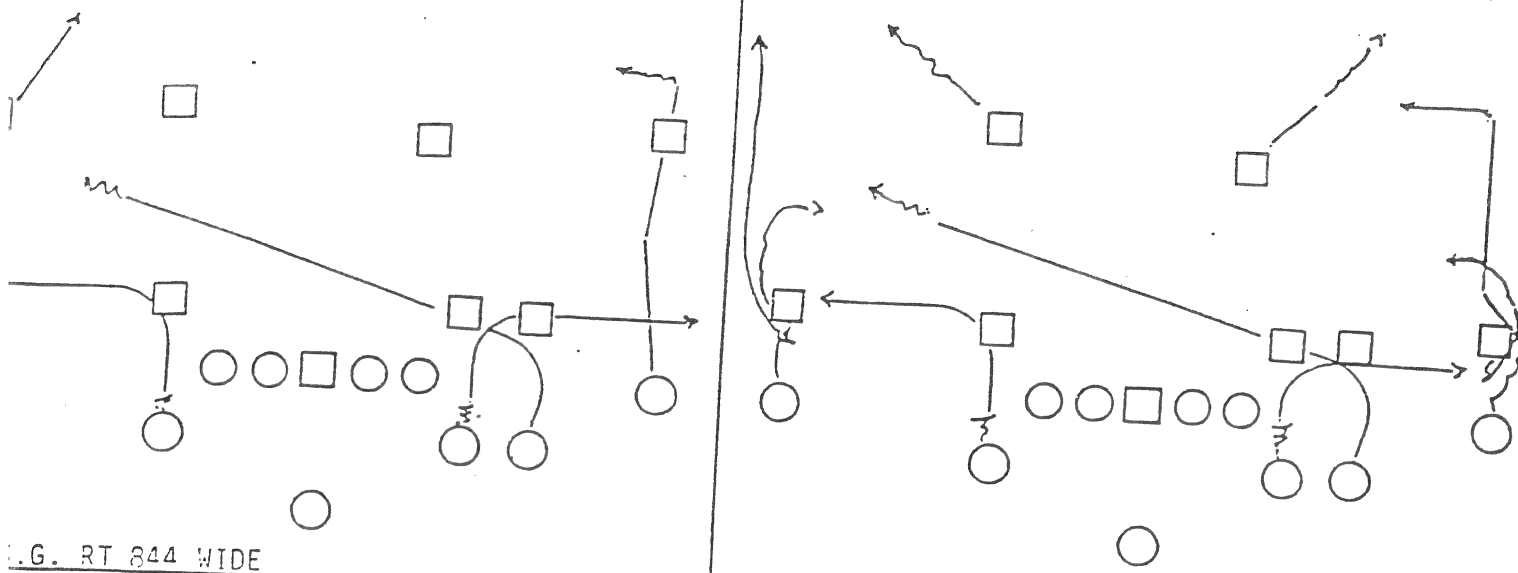
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN 844

FLARE WIDE

NKL 6



PROTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
 SITUATION ALERT: BASIC PATTERN GOOD IF QB KEY Y 1ST
 UNCOVERED RULE: X=6
 K BLITZ: X=3/Y=BLITZ/ 8/Z=STICK/WB=MDM/SB=LBKR
 T BLITZ: Z-9/Y=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

1: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS
 KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED
 PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY,
MUST KEY Y TO Z TO WIDE

BASIC 3 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 4 ROUTE. TIGHTEN SPLIT, RUN FLAT 4-AVOID LBKR'S. CAN LULL ZONE ON FAR SIDE.
 DO NOT ADJUST VS SOLO/M-M. VS JAM/BUMP BEST RELEASE. GET ACROSS THE FIELD FAST!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-WIDE. ALERT REX/LEO CALL. MUST LET Y RELEASE 1ST

CHECK LBKR-WIDE. ALERT LEO/REX CALL

SITUATION ALERT: GUN DBL/FLEX

SITUATION: 744 WIDE (LIZ RIP VS 30)

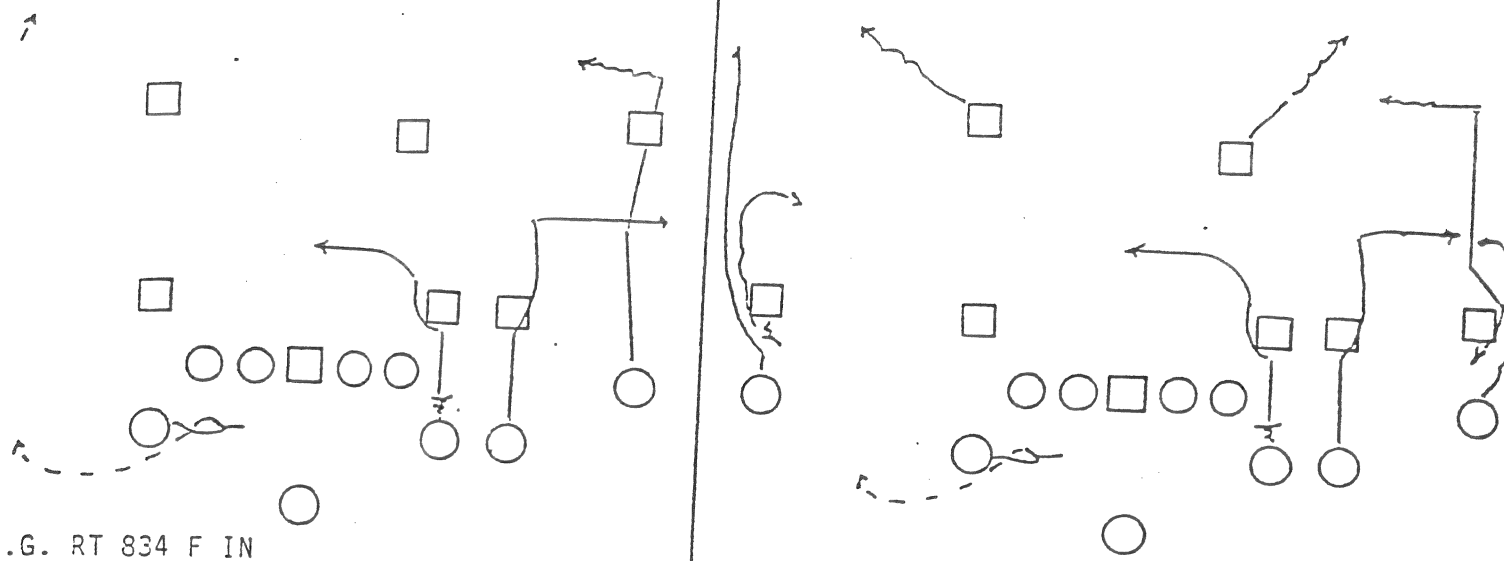
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN 834

FLARE F IN

NKL 2.



G. RT 834 F IN

PROTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
 SITUATION ALERT: COUNTER TO 44 COMBINATION. BEST VS M-M/ADJUST TO ZONE
 UNCOVERED RULE: X=6
 K BLITZ: X-3/Y=BLITZ 8/Z=STICK/WB=MDM/SB=LBKR
 T BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 LINE UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS.
 KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED.
PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY. MUST KEY SS/CORNER
 FOR Y TO Z. BE ALERT FOR FIN VS 2 LBKR LOOK.

BASIC 3 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

3 ROUTE AT 10 YDS. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP.
 MUST NOT ADJUST ROUTE-RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP.
 TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: CHECK LBKR-IN. ALERT REX/LEO

: CHECK LBKR-SWING. ALERT LEO/REX

FORMATION ALERT:

FORMATION:

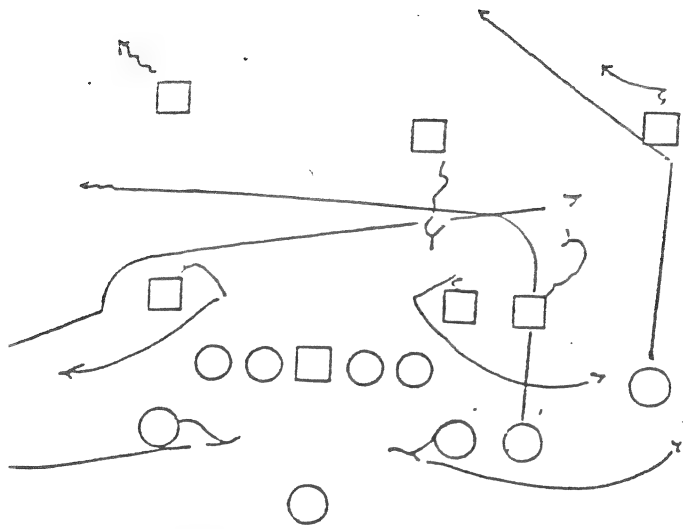
SHOT GUN

ATTACK: PROTECTION POCKET

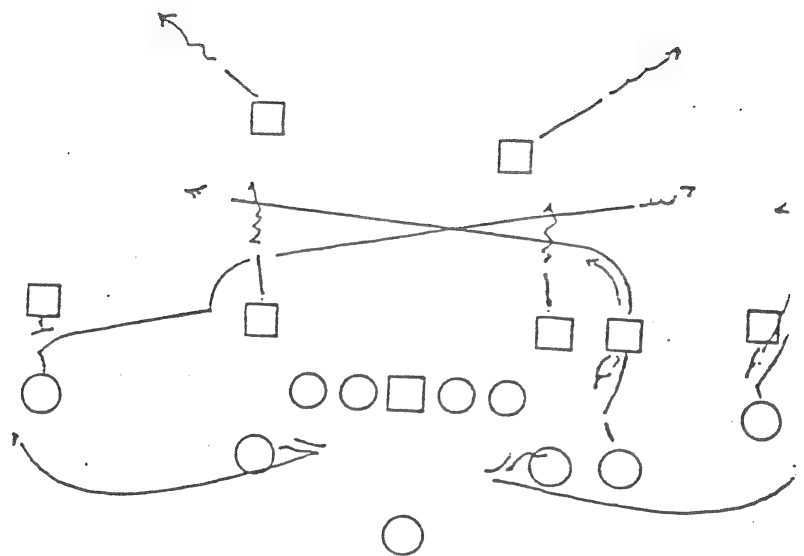
PATTERN "O"88

FLARE FLARE

NKL 2



.G. RT "O"88 FLARE



PROTECTION ALERT: POCKET VS 43/NKL/30
SITUATION ALERT: GOOD VS 35 CORNER OFF Z. MUST ADJUST TO 66 LOOK
UNCOVERED RULE: STICK
< BLITZ: X=3/Y=DLTX 8/Z=STICK/SB=LBKR/WB=MDM
T BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

1. KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Z IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: Z TO X TO FLARE

"O"88 ROUTE 10-12 YDS FAR SIDE. SPLIT 6-8 YDS. RELEASE INSIDE VS CLOUD/BUMP. GET TO FAR SIDE (ALERT ZONE/M-M).
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

FLAT 8 ROUTE. SPLIT 6 YDS. RELEASE UPFIELD TO 10 YD AREA THEN BREAK FLAT. RELEASE OUTSIDE VS JAM/BUMP. DO NOT STOP!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

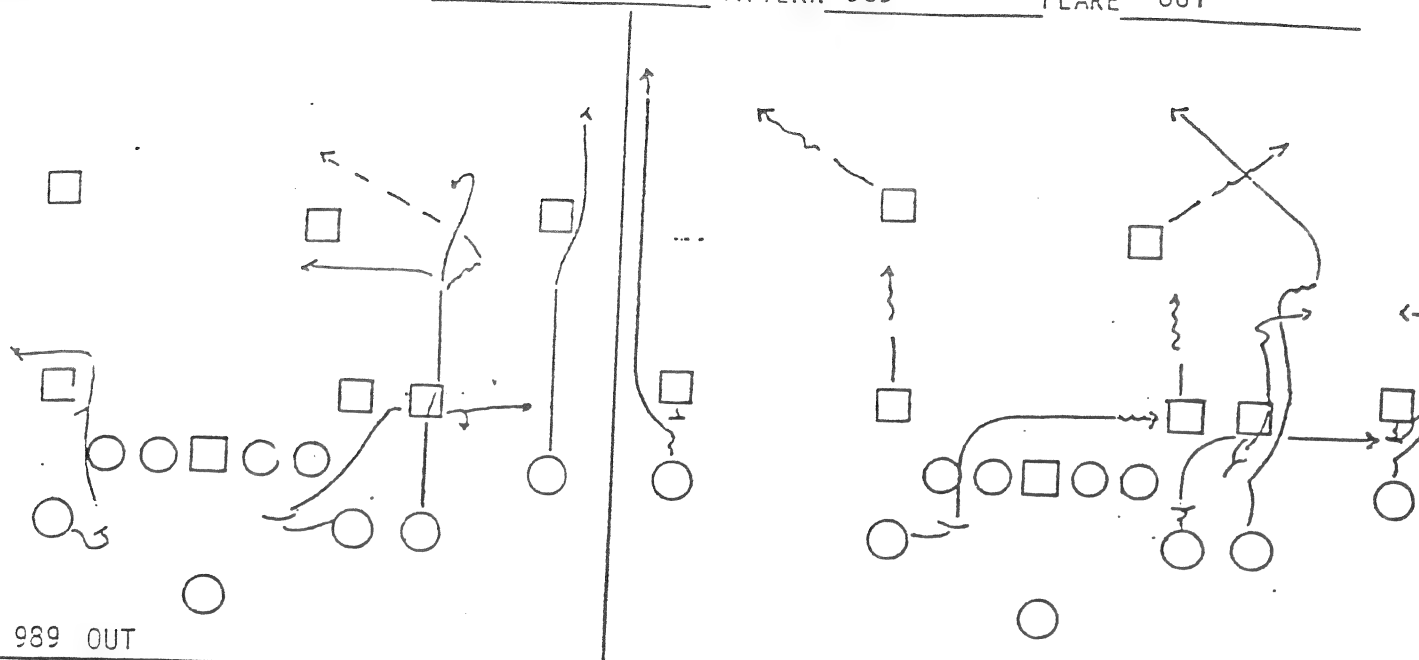
BASIC 8 ROUTE AT 12 YDS. GET DEEP. SPLIT OUTSIDE THE #. PUSH THE CORNER OFF THEN BREAK. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-FLARE. ALERT REX/LEO

CHECK LBKR-FLARE. ALERT REX/LEO

INATION ALERT:

INATION:



G. RT 989 OUT

PROTECTION ALERT: POCKET VS 43/NKL. RIP VS 30
 SITUATION ALERT: BASIC PATTERN. Y MUST BE DECISIVE ON INSIDE 8
 COVERED RULE: X=3
 BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=MDM/SB=LBKR
 BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
 HOLD UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE
 XB/WS ARE. KNOW WHEN Y IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS.
 PROGRESSION: BASIC-WORK Y TO CROSS/SNEAK. X: WS READ SHOWS 1-ON-1. WK SIDE X TO
 CROSS/SNEAK. SOLO ON Y WORK Z TO CROSS/SNEAK. ALERT 66 LOOK WORK Z-Y TO CROSS/SNEAK.

BASIC 9 ROUTE. SPLIT RULE 9, BEST RELEASE VS CLOUD/BUMP. GET DEEP FAST.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL
 ADJUSTMENTS.

KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

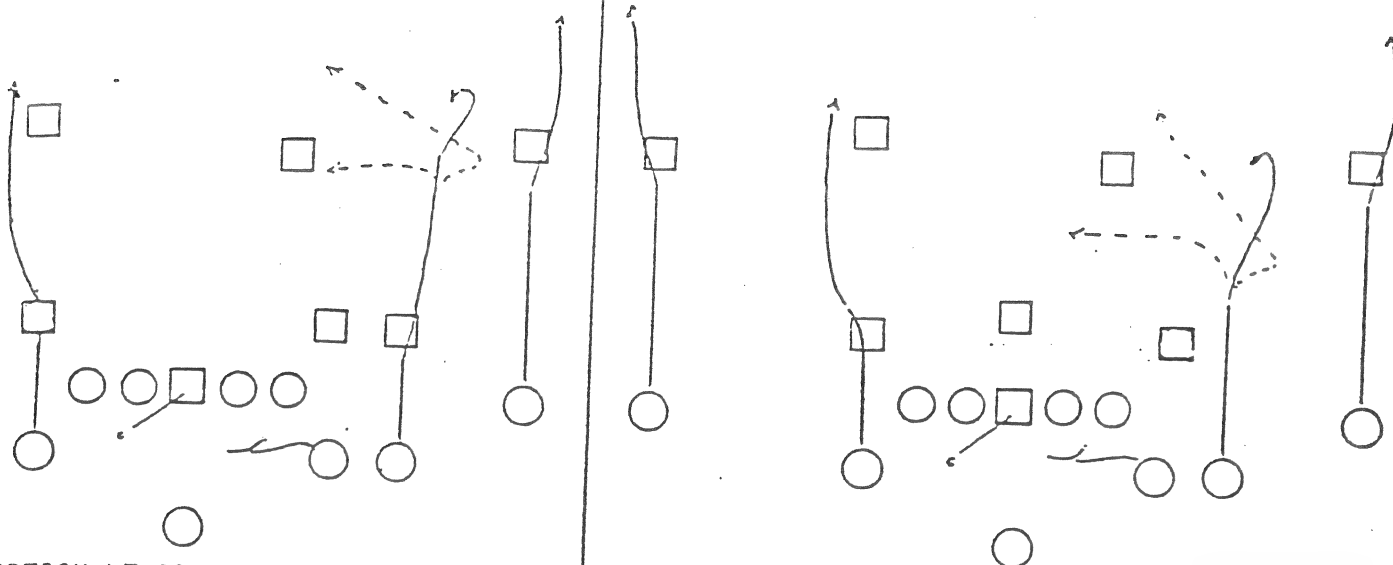
BASIC 9 ROUTE. SPLIT 2 YDS WIDER THE SPLIT RULE 9. BEST RELEASE VS CLOUD/BUMP.
 CANNOT BE HELD UP. SPRING DEEP. CATCH BALL OUTSIDE OF ORIGINAL POSITION.

KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-OUT. ALERT REX/LEO

CHECK LBKR-OUT.

HOT GUN ATTACK: PROTECTION OPTION PATTERN 989 FLARE UP



3. RT OPTION LT 989 UP

DETECTION ALERT: OPTION VS 43/NKL/30
 GUAITON ALERT: 3R 13+ OR 3 DEEP ZONE
 COVERED RULE: STICK
 BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
 RLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

IC COACHING POINTS

P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS JERSEY # DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: WK SIDE X-H/ST SIDE CHECK Z WORK Y

: BASIC 9 ROUTE. SPLIT 2 YDS WIDER THAN RULE 9. CANNOT BE HELD UP. BEST RELEASE VS CLOUD/BUMP. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS. RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL ADJUSTMENTS.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

FREE RELEASE-UP. STAY IN THE SEAM

DUAL CHECK LBKR'S-STAY. ALERT GREEN DOG

ATION ALERT: GUN DBL/GUN FLEX K CALL

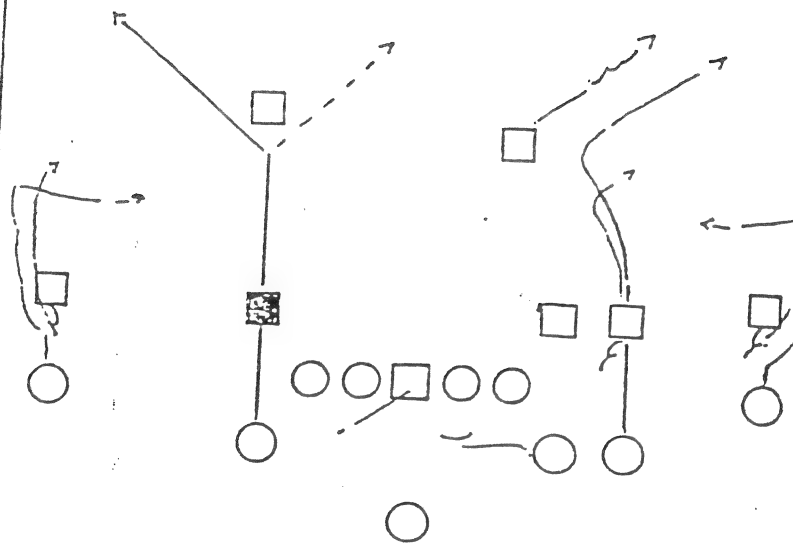
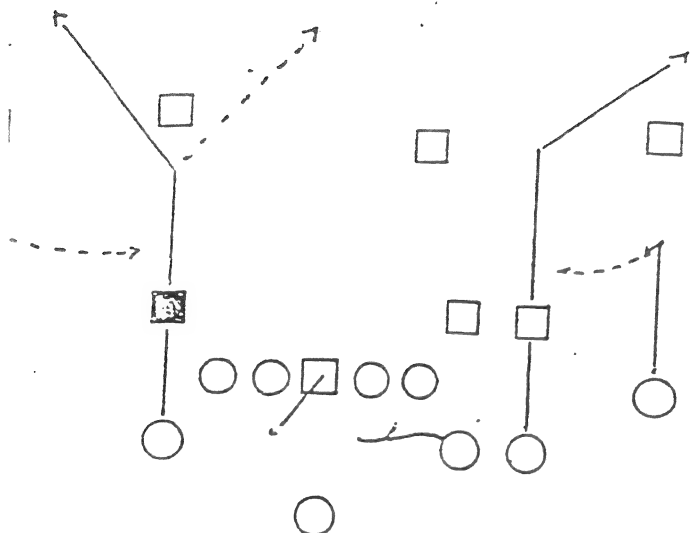
ATIONS:

GUN DBL/FLEX ATTACK: PROTECTION OPTION

PATTERN 272 READ

FLARE

NKL



GUN DBL RT (FLEX LT) OPTION RT 272 READ

PROTECTION ALERT: OPTION VS 43/NKL/30

SITUATION ALERT: BEAT LBKR COVERAGE ON WR. READ MUST BE DECISIVE

UNCOVERED RULE:

K BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR

T BLITZ: Z=9/Y=3/X=STICK/SB=MDM/WB=STICK

OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)

FL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

3: P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS
JERSEY# DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: READ RECEIVER TO DELAY SAME SIDE

-Z: 2 DELAY ROUTE. SPLIT OUTSIDE THE #. DRIVE OFF TO 9-10 YDS AREA. KEY THE QB/DEFENSE
FOR HITCH OR DELAY. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP 7 -
FAST/MECHANICAL.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

FREE RELEASE-READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP
CORNER. FAST/MECHANICAL. ALERT BLITZ: BLOCK XTRA RUSHER

DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

FORMATION ALERT: GUN FLEX CALL IS OPT K 272 READ

FORMATION:

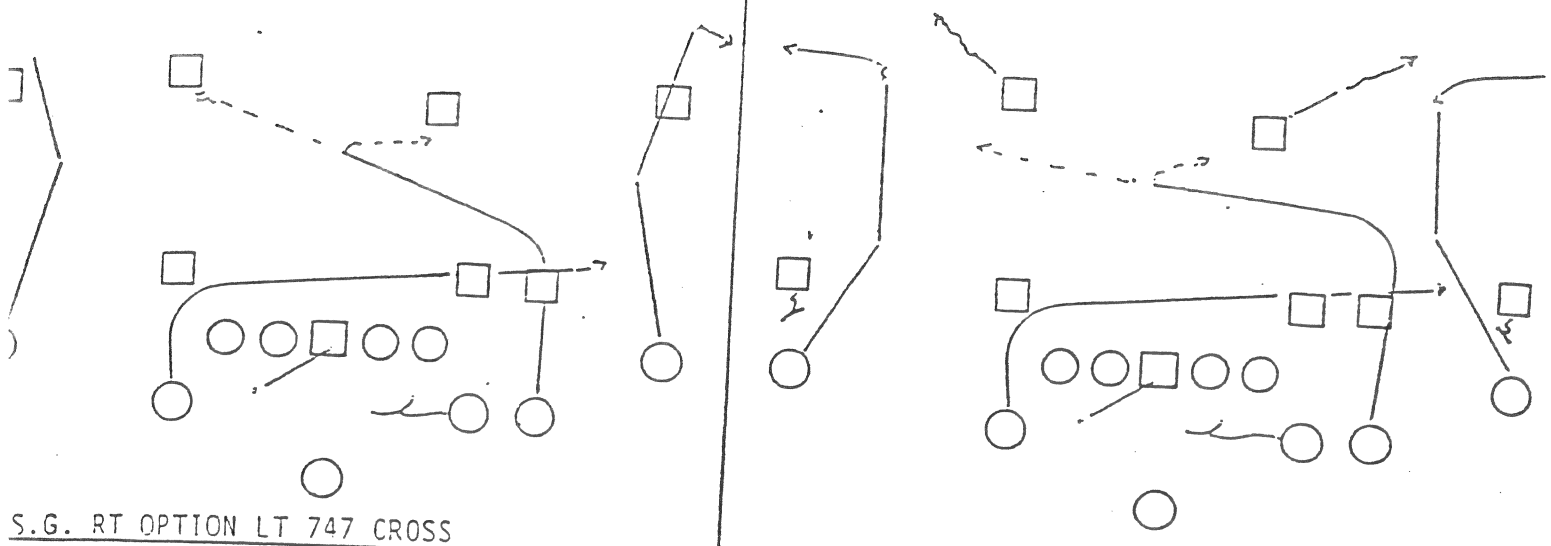
SHOT GUN

ATTACK: PROTECTION OPTION

PATTERN 747

FLARE CROSS

NKL 2

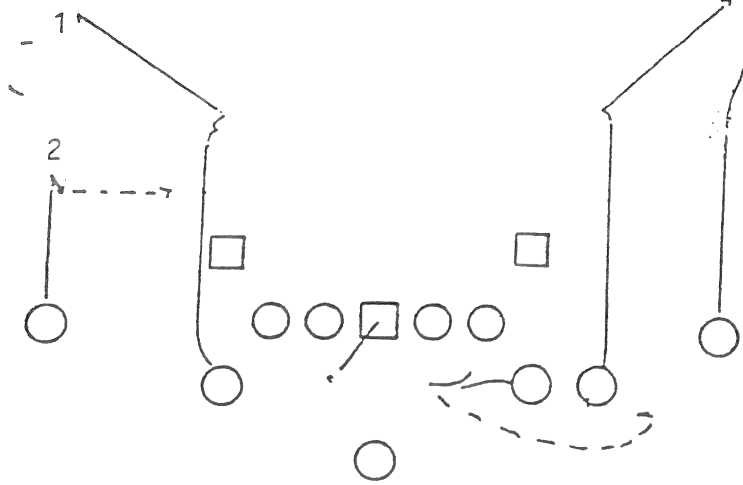


PROTECTION ALERT: OPTION VS 43/NKL. LIZ RIP VS 30
 SITUATION ALERT: 3R 13+. PLUS TERRITORY
 UNCOVERED RULE: X=3
 WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 ST BLITZ: Z=9/c=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
 L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

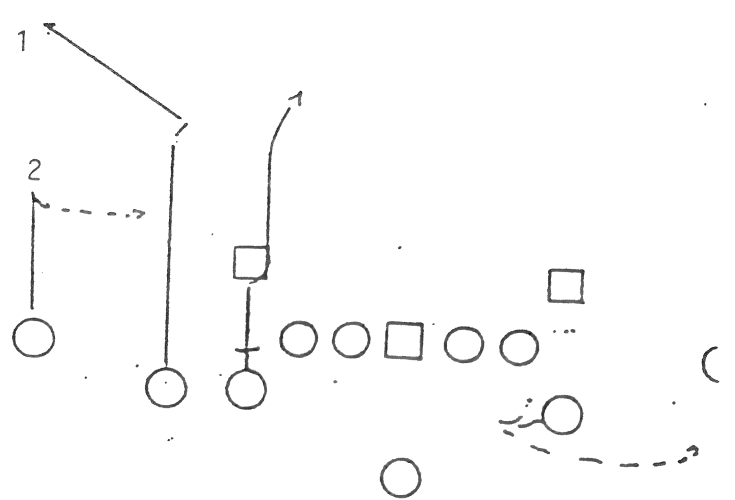
SIC COACHING POINTS

- 1B: KNOW THE DOWN-DISTANCE. P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: PICK A SIDE BY DOWN-DISTANCE, 3R 10 LESS WORK Z-CROSS. 3R 10+ WORK X-Y. ALERT FOR Y ADJUST
- Z: BASIC 7 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 3. RELEASE INSIDE VS CLOUD.
 OUTSIDE VS BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE
- : INSIDE 4 ROUTE. DEEPER ON FAR SIDE-12-18 YDS. VS JAM/BUMP RELEASE OUTSIDE. MUST NOT BE HELD UP. PIVOT BACK ADJUSTMENT MUST BE DECISIVE. MAKE IT OVER THE BALL!
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE
- 3: FREE RELEASE-CROSS. GET TO FAR SIDE 10 YDS DEEP
- 3: DUAL CHECK LBKR'S (NKL LOOK).
- FORMATION ALERT: GUN DBL/GUN FLEX USE K CALL

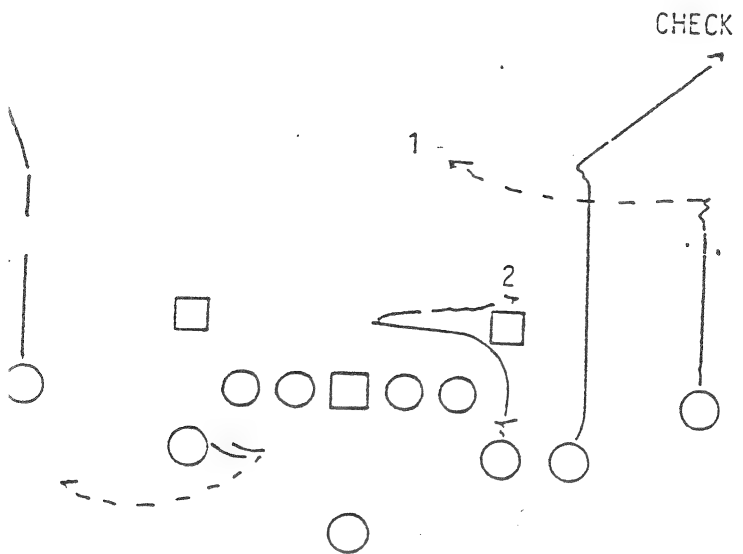
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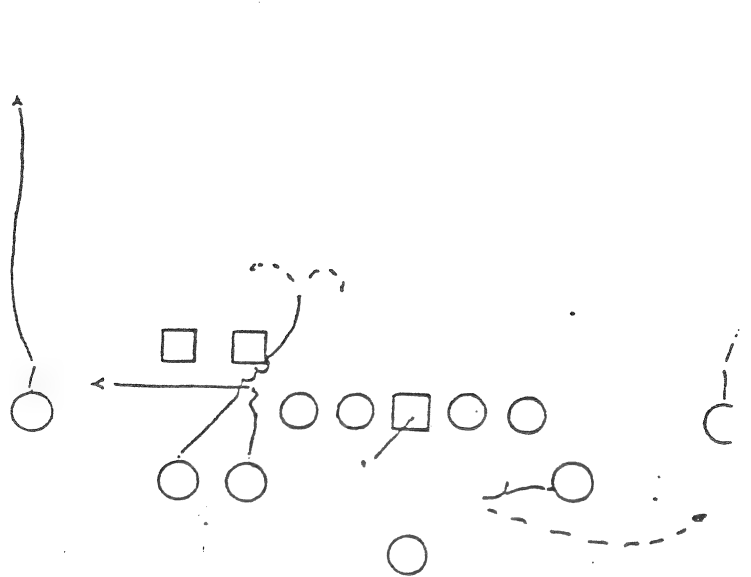
S.G. RT OPTION LT 279 DELAY/FAKE



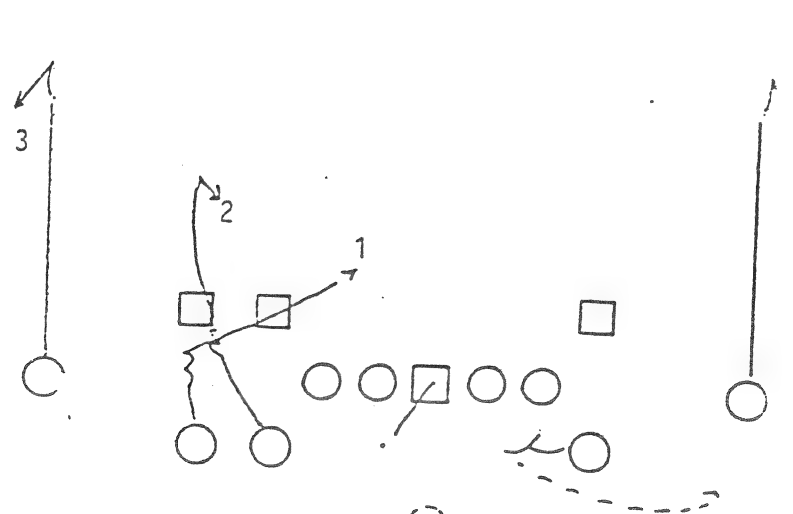
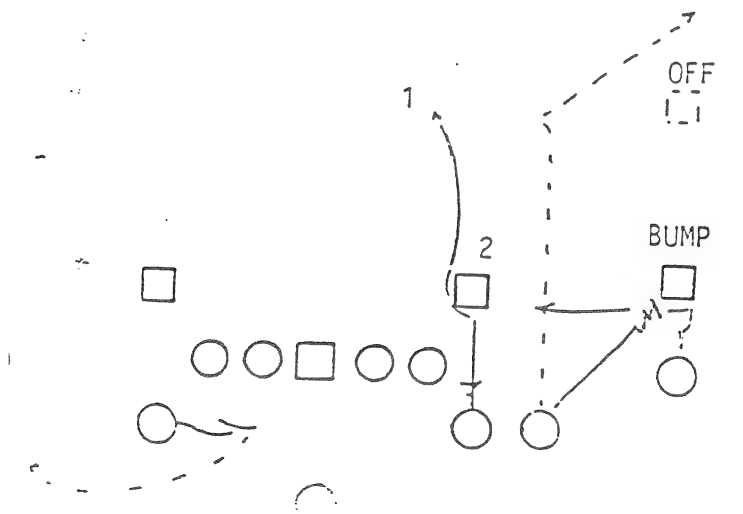
S.G. LT 972 DELAY/FAKE



S.G. RT 974 DELAY F FAKE CROSS

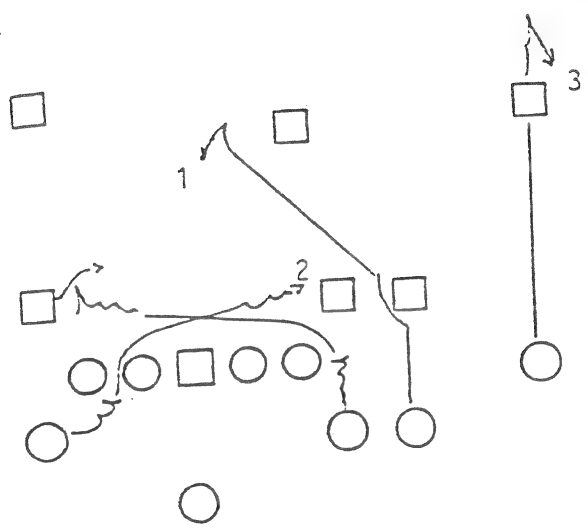


S.G. LT OPTION LT PICK 29

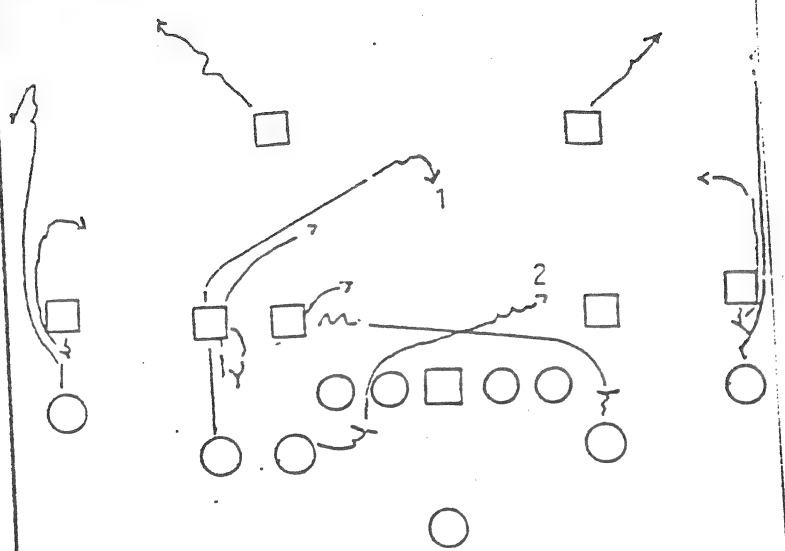


SHOT GUN PICK/RUB

COVERED



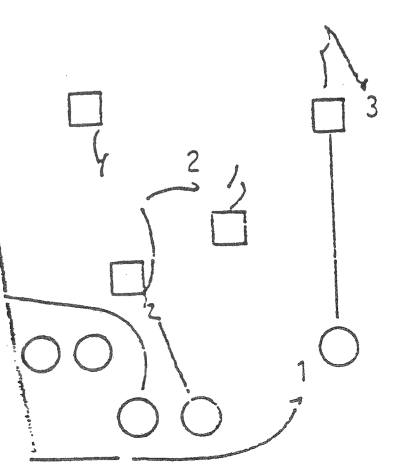
RT 565 F RUB SNEAK



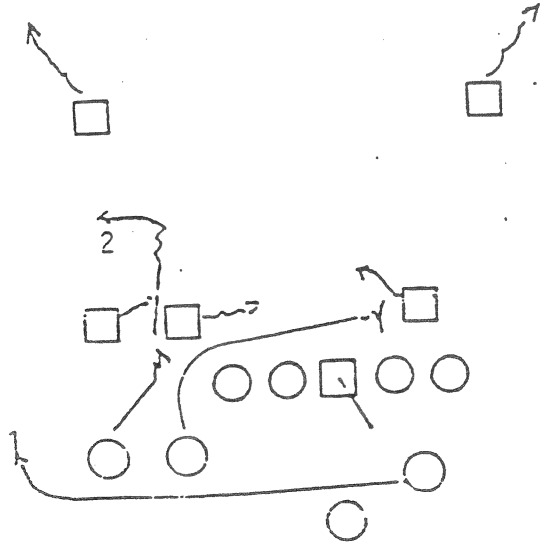
S.G. LT 565 H RUB SNEAK

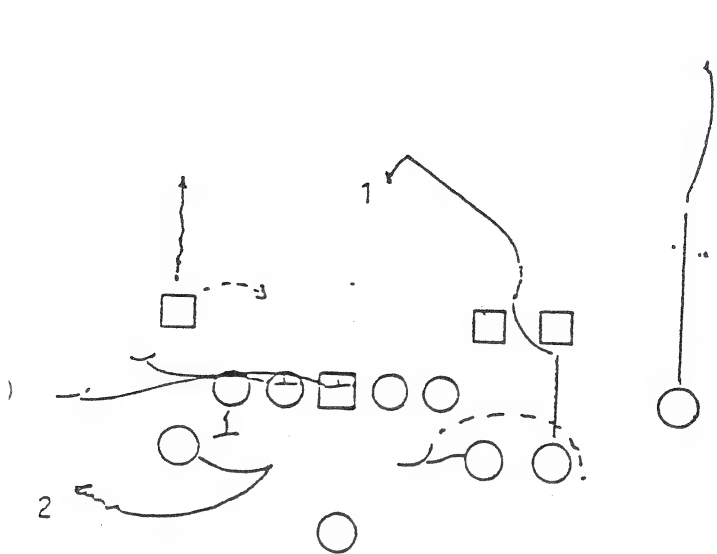


ROSE RAM

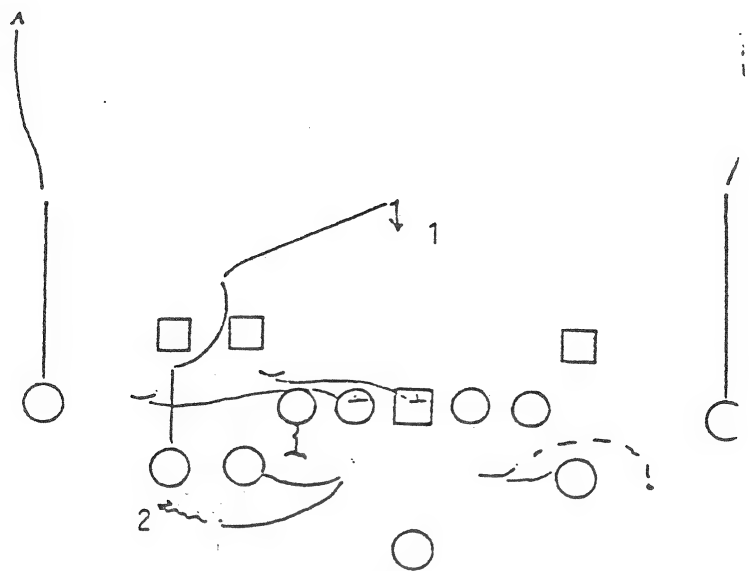


ALERT SALLY LION

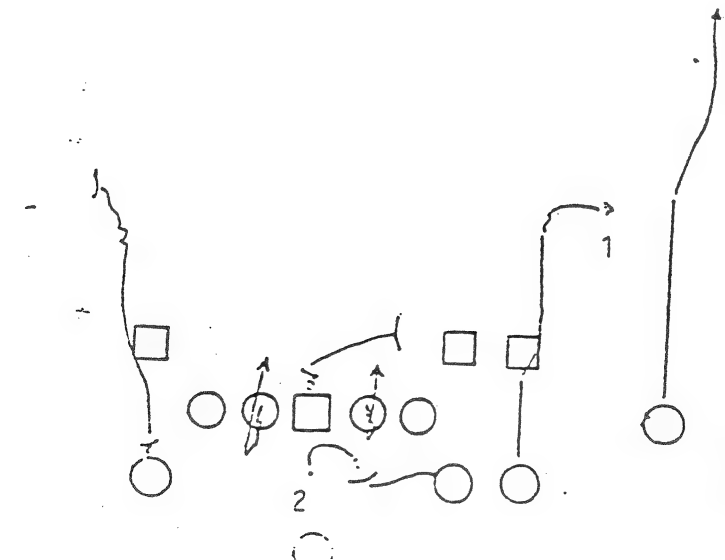




S.G. RT DRAG LT H 969



S.G. LT DRAG LT F 969



PASS GAME 1985

NICKEL

OPTION FAKE "O"68 SHOOT

OPTION 8 FK"O"4

OPTION 495/758

SCAT VS 30

OPTION CHOICE 495

OPTION F 694 CHOICE

OPTION 97"O" POST

653 F UP (RIP LIZ VS 30)

844 WIDE (RIP LIZ VS 30)/744 WIDE (LIZ RIP VS 30)

834 F IN (RIP LIZ VS 30)

"O"88 FLARE/288 H CROSS FLARE (LIZ RIP VS 30)

989 OUT (RIP/LIZ VS 30)

OPTION 272 READ/989 UP

OPTION 747 H CROSS SCAT VS 30

-79 RICKY-LUCKY

DELAY

OPTION 279 DELAY/FAKE WK SCAT VS 30

972 DELAY/FAKE ST

974 DELAY F FAKE CROSS

PICK

OPTION PICK 29/PICK 55 (FAKE)

972 PICK (FAKE)

RAM LION DOUBLE PICK FLARE

SCREENS

WEAK-HB/ST FB 969

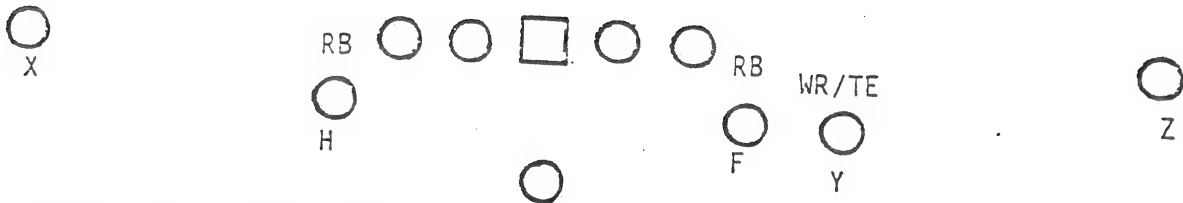
SCREEN MIDDLE FB 959

DRAW - HB; FB 969

SHOT GUN PASSES BY FORMATION/PROTECTION

NKL 12

SHOT GUN/RIFLE



OPTION FAKE "O"68 SHOOT
OPTION 495/768
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP

OPTION 8 FK "O"4 SHOOT
OPTION F 594 CHOICE
653 F UP
844 WIDE
834 F IN
989 OUT
"O"88 FLARE/288 H CROSS FL

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

DRAG WK HB/ST FB 969
MIDDLE SCREEN FB 959

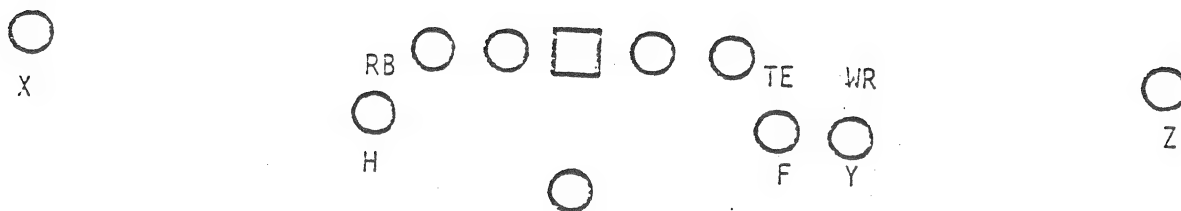
GUN TRIPS

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
565 F RUB SNEAK
RAM/LION DBL PICK FLARE
(ROSE/SALLY)

SPECIAL

LION 734 H GET OPEN



OPTION "O"68 SHOOT
OPTION 495/353
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP
OPTION 768

OPTION 8 FK "O"4
OPTION F
653 F (RIP)
844 WIDE (RIP)
834 F IN (RIP)
989 OUT
"O"88/288 CROSS FLARE

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

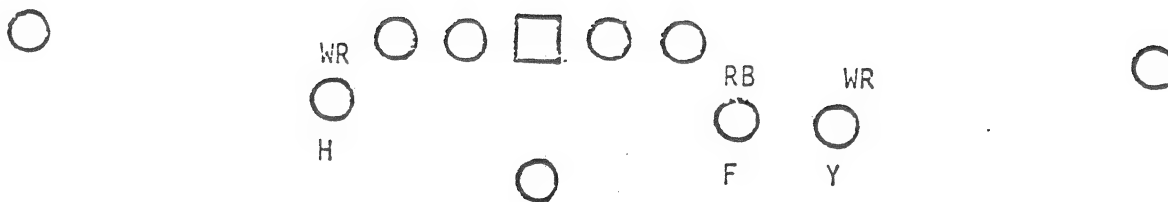
DRAG HB/FB 969

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
RAM/LION DBL PICK FLARE

SHOT GUN PASSES -2

GUN DOUBLE (4 WR)



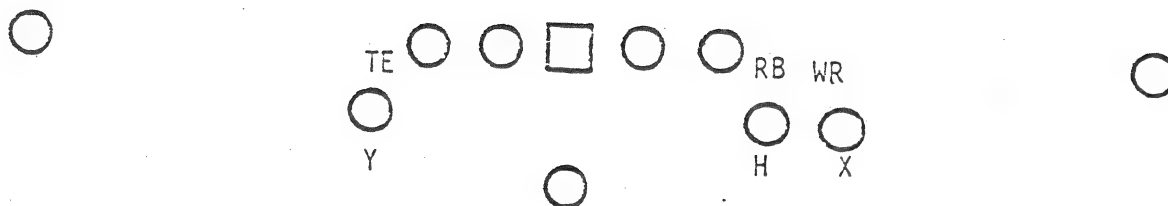
OPTION FAKE "0"68 SHOOT
 OPTION 495/768
 OPTION CHOICE 495
 OPTION 97"0" POST
 OPTION 747 H CROSS
 OPTION 272 READ
 OPTION 989 UP

653 F UP
 844 WIDE
RAM/LION
 653 F UP
 844 WIDE
 834 WIDE
 7 FK 47 H CROSS
 989 OUT
 972 FK DELAY
PICKS
 RAM/LION DBL PICK FLARE

DELAYS

OPTION 279 DELAY

GUN FLEX



OPTION 495/353
 OPTION K 97"0" POST
 363 STOP
 OPTION K 272 READ
 OPTION K 989 UP

K 653 H IN
 K 844 WIDE

SHOT GUN

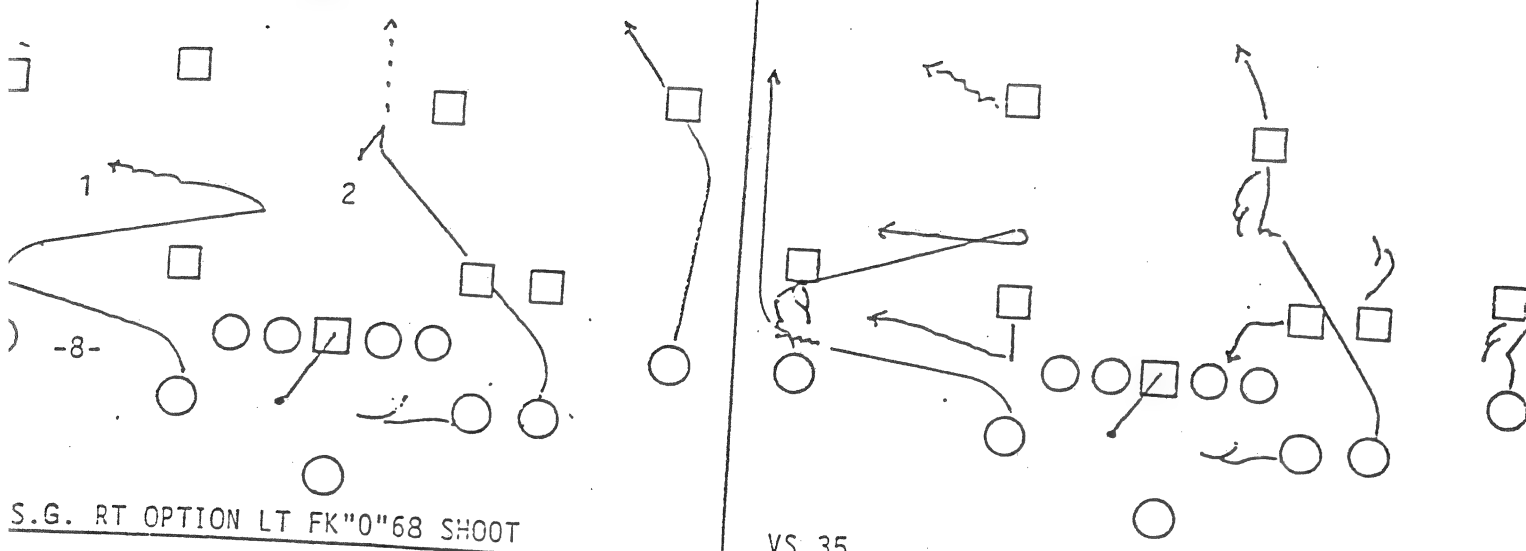
ATTACK: PROTECTION OPTION

PATTERN FK "O"68

FLARE SHOOT

NKL

READ-BREAK



S.G. RT OPTION LT FK "O"68 SHOOT

VS 35

PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: WANT M-M/MUST ADJUST TO ZONE
 UNCOVER RULE: Z=3
 WK BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 ST BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB-MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOCK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: CHECK SHOOT. WORK X FK "O"-Y. ALERT Y READ-BREAK.
- : FAKE "O" ROUTE 5-8 YDS. APLIT 6-8 YDS. DRIVE TO THE GUARD. ADJUST TO ZONE WHEN PIVOT OUT. VS CLOUD/BUMP MUST RELEASE INSIDE.
KNOW BLITZ ADJUST-4 FROM A SIDE!
- : INSIDE 6 ROUTE. AUTOMATIC READ-BREAK VS 6/3. BE STATIONARY. UNCOVER WHEN QB LOOKS TO YOU. VS BUMP, BEST RELEASE. DO NOT GO PAST THE CENTER ON 6 ROUTE OR BREAK-READ.
KNOW BLITZ ADJUST-4 FROM A SIDE!
- : BASIC 8 AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT!
KNOW BLITZ ADJUST-4 FROM A SIDE!
- : DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG
- : FREE RELEASE-SHOOT. ALERT WK BLITZ
- FORMATION ALERT: GUN DOUBLE

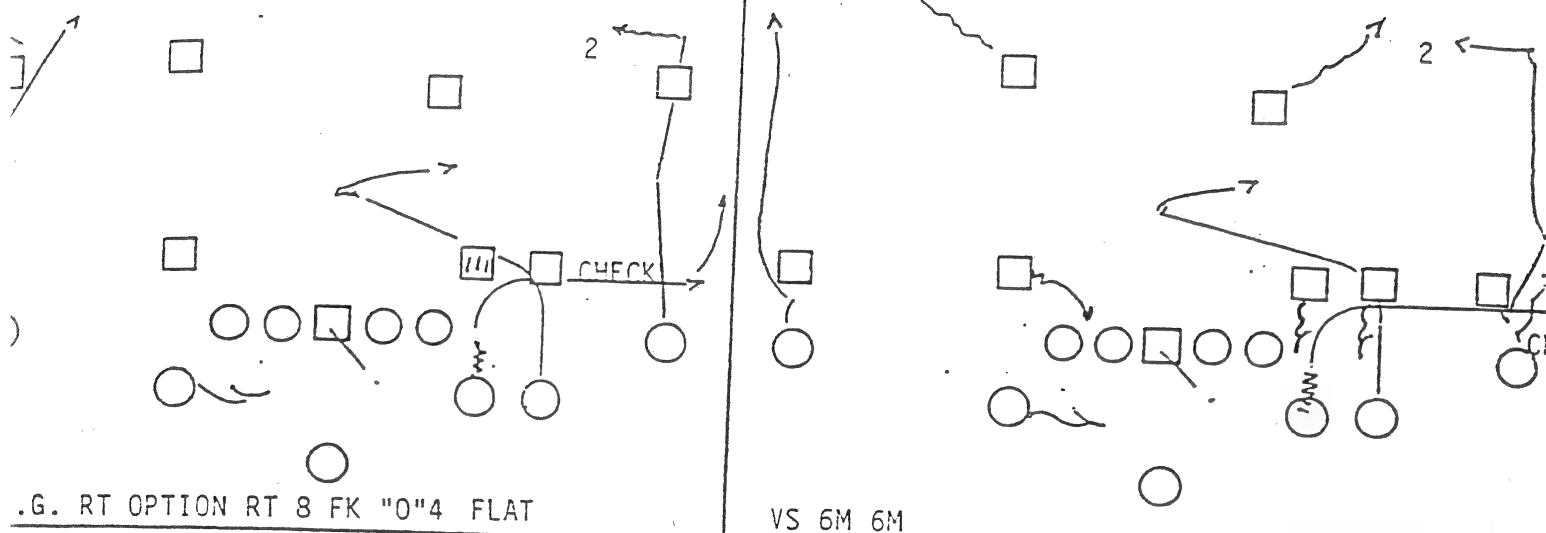
FORMATION:

SHOT GUN

ATTACK: PROTECTION OPTION

PATTERN 8 FK "O"4 FLARE SHOOT

NKL 15



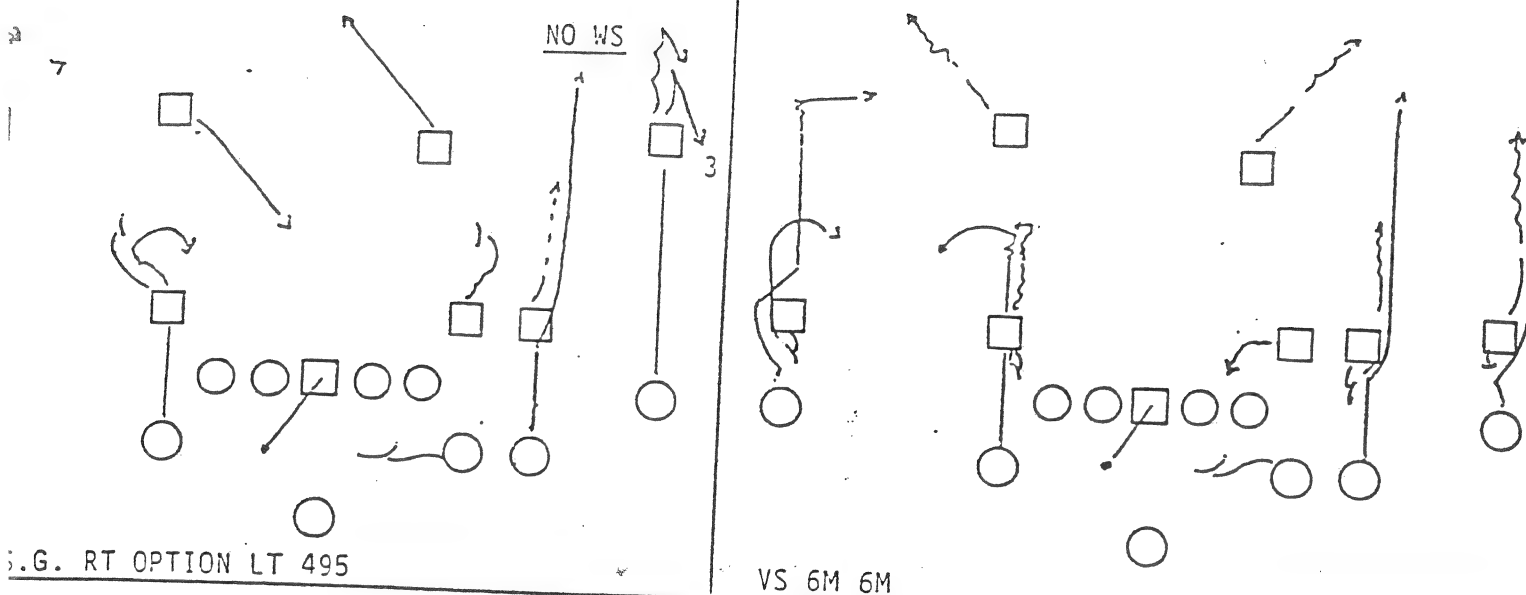
PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: WANT M-M/MUST BE ALERT FOR 3. ADJUST TO ZONE
 UNCOVERED RULE: X=3
 K BLITZ: X=3/Y=STICK/Z=BLTZ 8/WB=MDM/SB=WIDE
 T BLITZ: Z=9/Y=3/X=STICK/SB=BLOCK/WB=LBKR
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ)
 LINE UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

COACHING POINTS

- 3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE.
PROGRESSION: CHECK F WIDE. WORK Y-Z
- BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT
KNOW BLITZ ADJUST-4 FROM A SIDE
- FAKE "O" ROUTE 5-8 YDS. SPLIT 6 YDS, DRIVE TO THE GUARD. VS JAM INSIDE RELEASE. VS BUMP BEST RELEASE. ADJUST TO ZONE ON PIVOT OUT
KNOW BLITZ ADJUST-4 FROM A SIDE
- BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- FREE RELEASE-SHOOT. ALERT TO AVOID Y ON FK "O". ALERT ST BLITZ
- DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

FORMATION ALERT:

SITUATION:

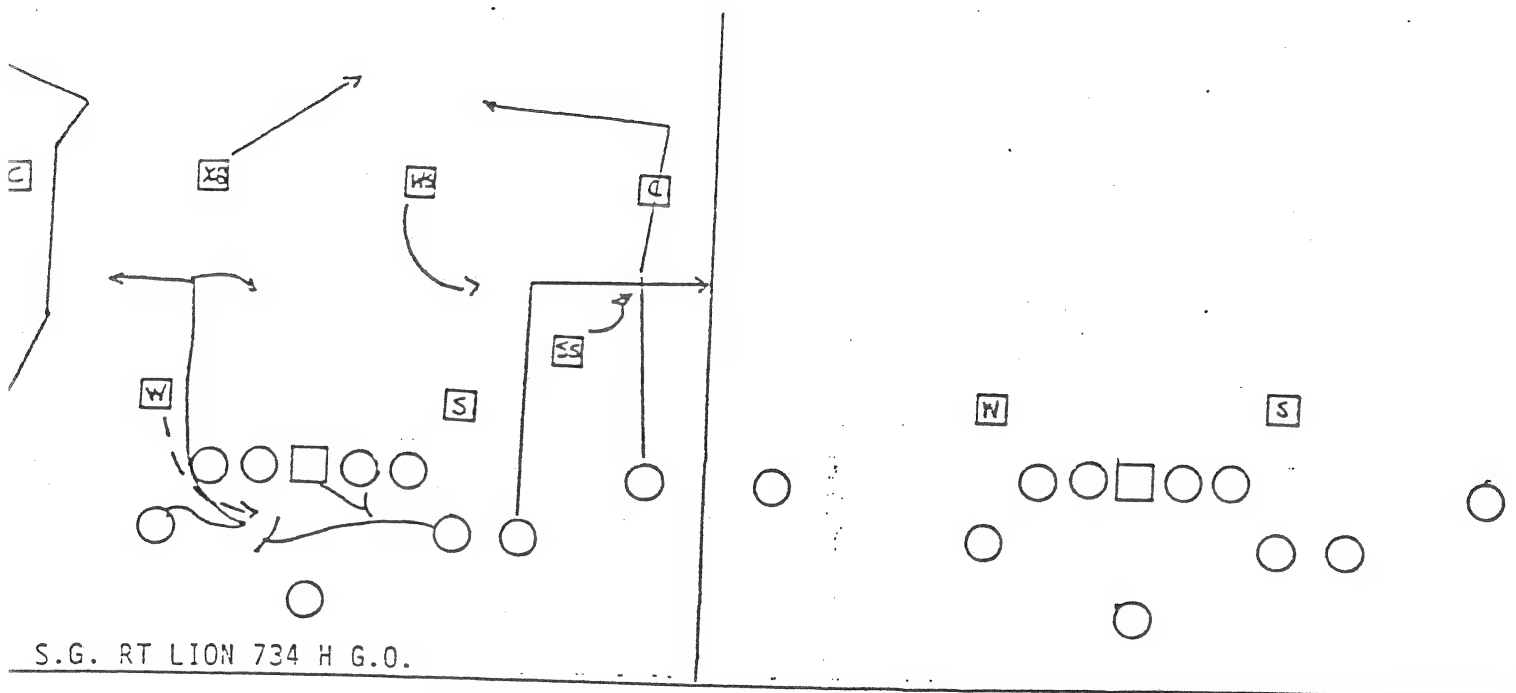


PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: GOOD VS ALL LOOKS. HB OPTION MUST ADJUST
 UNCOVERED RULE: Z=3
 K BLITZ: X=3/Y=STICK/Z=BLITZ 8/WB=BLOCK/SB=LBKR
 T BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
 VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
 PROGRESSION: 3R 10 OR LESS WORK H OPTION TO X-4. 3R 10 + WORK X-4 TO H OPTION.
 ALERT 2D NO WS FOR 9. Z-5 IS ALWAYS #3 LATE.
- : BASIC 4 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- INSIDE 9 ROUTE. SPLIT 6-7 YDS, SPRINT. VS JAM BEST RELEASE. MUST NOT BE HELD UP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- BASIC 5 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP MUST RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG
- : FREE RELEASE-OPTION (10 YDS DEEP). MUST ADJUST TO COVER. ALERT WK BLITZ
- FORMATION ALERT: GUN DOUBLE/FLEX

FORMATION:



BASIC COACHING POINTS

- QB: KNOW THE DOWN-DISTANCE/P.S.L, COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WLB ARE.
PROGRESSION: WORK HB. BASIC WEAKSIDE PLAY.
- X: DEEP 7 ROUTE. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE - VS BUMP RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE
- Y: INSIDE 3 ROUTE AT 10-12 YDS DEEP. RELEASE OUTSIDE VS JAM/BUMP. MUST NOT ADJUST ROUTE - RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE
- Z: BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP. TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE
- HB: CHECK LBKER: VS GREEN DOG GET OPEN VS ZONE-WIDE.
- FB: CHECK WILL: STAY

SHOT GUN

ATTACK:

PROTECTION

OPTION

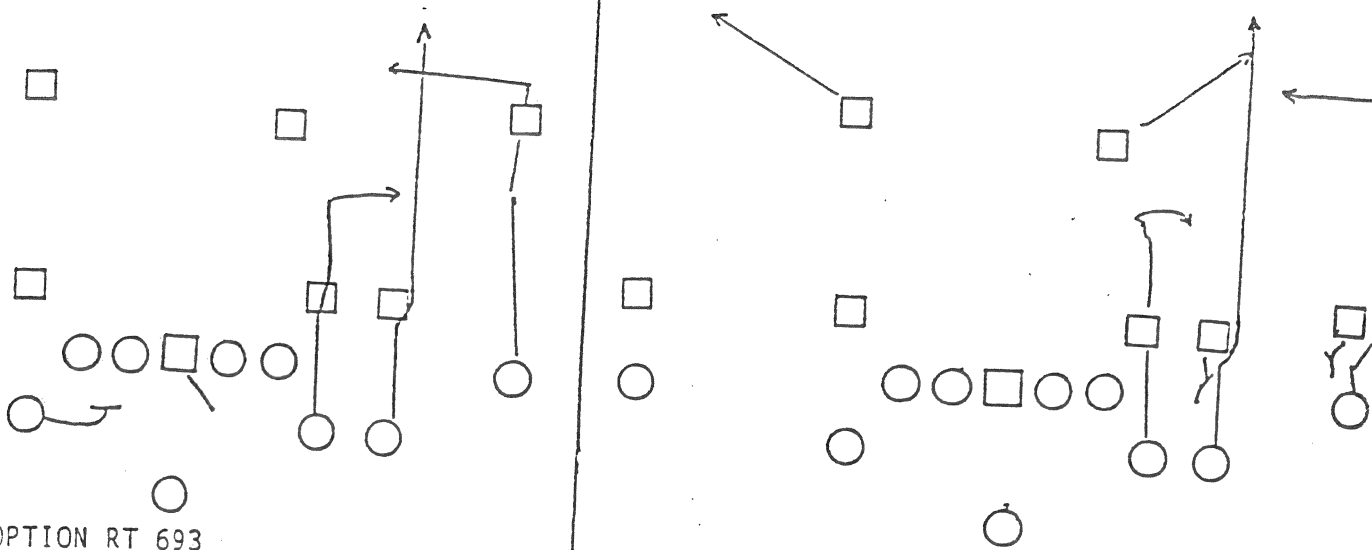
PATTERN

694

FLARE

F OPTION

(CHOICE) NKL



S.G. RT OPTION RT 693

PROTECTION ALERT: OPTION VS 43/NKL
 SITUATION ALERT: SOLO ON Y/6 ZONE LOCK Y/6M 6M
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y BLTZ 8/Z=STICK/WB=MDM/SB=STICK
 ST BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=BLOCK
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

ASIC COACHING POINTS

- B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. X UNCOVERED CHECK XB/WS AS PLAY DEVELOPS.
- PROGRESSION: Z UNCOVERED WORK Z TO FB OPTION. Z COVERED WORK FB OPTION TO Z ON 4 ROUTE. P.S.L. NO CLEAR KEY SS! CAN WORK X-6 IF UNCOVERED. VERIFY BY XB KEY.
- DEEP 6 ROUTE 12-17 YDS. SPLIT OUTSIDE THE #. BENCH VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- INSIDE 9 ROUTE. MUST RELEASE OUTSIDE VS JAM/BUMP. WIDE SPLIT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- BASIC 4 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 4. MUST RELEASE OUTSIDE VS BUMP.
 VS CLOUD RELEASE INSIDE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- FREE RELEASE-OPTION ROUTE MUST ADJUST TO COVER. ALERT ST BLITZ
- DUAL CHECK LBKR'S (NKL LOOK) - STAY. ALERT GREEN DOG

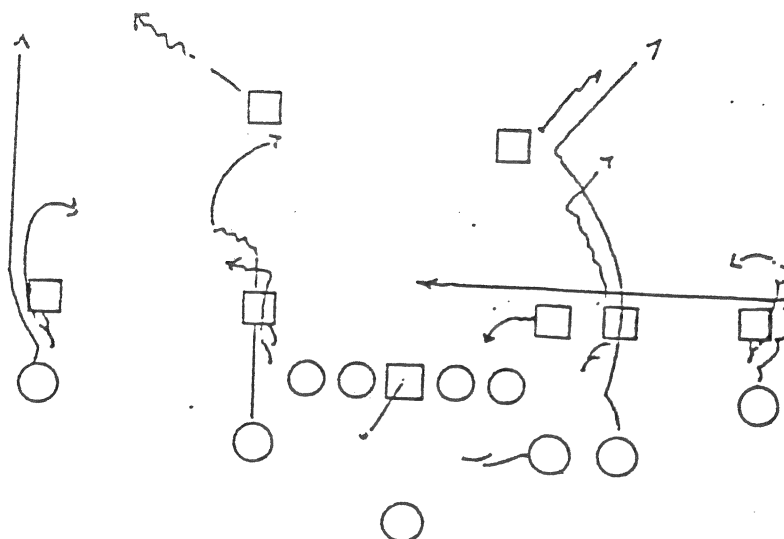
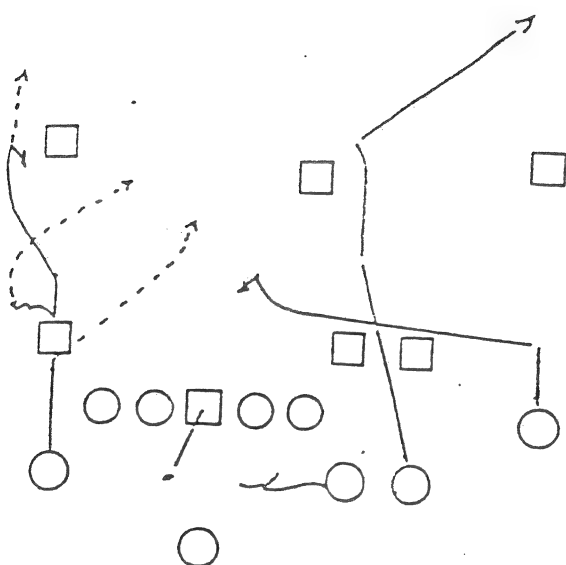
SHOT GUN

ATTACK: PROTECTION OPTION

PATTERN 97"0"

FLARE POST

NKL



S.G. RT OPTION LT 97"0" POST

VS 6M 6M

PROTECTION ALERT: OPTION VS 30/43/NKL
 SITUATION ALERT: GOOD VS 6M 6M/POSSIBLE VS 35/ALERT 66 (ZONE)
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 ST BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KEY XB/WS AS PLAY DEVELOPS.
PROGRESSION: X COVERED KEY XB FOR X TO POST TO Z-"O". X UNCOVERED KEY XB FOR DBL ON RB/X. WORK SINGLED UP RECEIVER TO Z-"O". ALERT X UNCOVERED RULE
- : BASIC 9 ROUTE. SPLIT 2 YDS OUTSIDE SPLIT RULE 9. VS CLOUD/BUMP BEST RELEASE. MUST GET DEEP FAST. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : INSIDE 8, DEEP/FAST. SPLIT 6 YDS, RELEASE AT WS-GO GET HIM! VS JAM/BUMP BEST RELEASE. MUST NOT BE HELD UP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- B: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREE DOG
- : FREE RELEASE-POST. MUST ADJUST TO COVER. ALERT WK BLITZ

FORMATION ALERT: GUN DOUBLE/FLEX

FORMATION: GUN FLEX OPTION K 97"0" POST

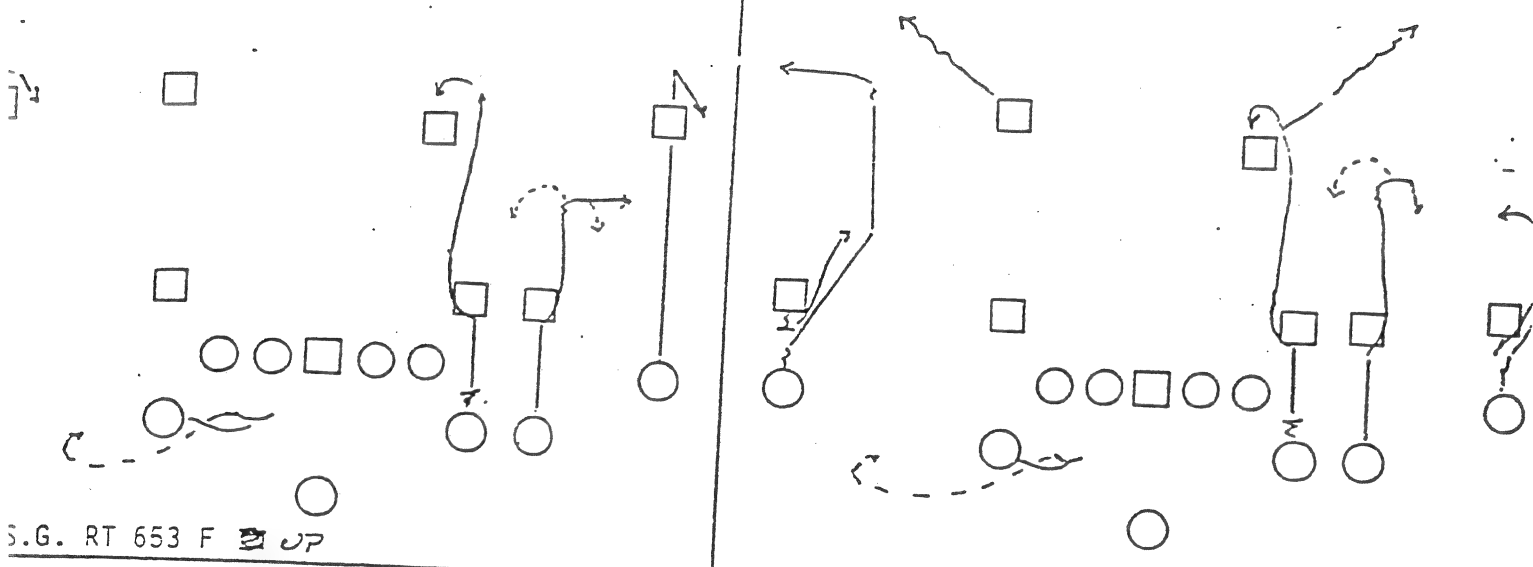
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN 653

FLARE F UP

NKL 22



S.G. RT 653 F UP

PROTECTION ALERT: POCKET VS 43/NKL. ALERT RIP LIZ VS 30
 SITUATION ALERT: BASIC PATTERN VS ALL COVERS
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y=BLTZ 8?Z STICK/WB=MDM/SB=LBKR
 T BLITZ: X=6/Y=3/Z=9/WB=LBKR/SB=MDM
 VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=LEX CALL (ALERT ST BLITZ)
 LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN WR'S COVERED/UNCOVERED. X UNCOVERED KEY SB/WS-WR'S COVERED KEY STRONG SIDE.
PROGRESSION: Z UNCOVERED WORK Z-Y/Z COVERED WORK Y-Z.

DEEP 6 ROUTE AT 12-17 YDS. SPLIT OUTSIDE #. BENCH VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

INSIDE 5 ROUTE AT 12 YDS. TIGHTEN SPLIT. BE ALERT TO ZONE/JAM/BUMP/SOLO.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

KEY 3 ROUTE AT 15 YDS (8 STEPS). SPLIT 2 YDS WIDER THAN SPLIT RULE 3. MUST RELEASE OUTSIDE CLOUD/BUMP. VS BUMP-RUN TAKE TWO. VS HUMP/CLOUD DRIVE PAST 1ST DOWN AND PIVOT BACK TO S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: CHECK LBKR-UP. MUST NOT BE PUSHED OUT INTO Y-5. ALERT REX/LEO

CHECK LBKR-SWING. ALERT LEO/REX

MATION ALERT:

IATION:

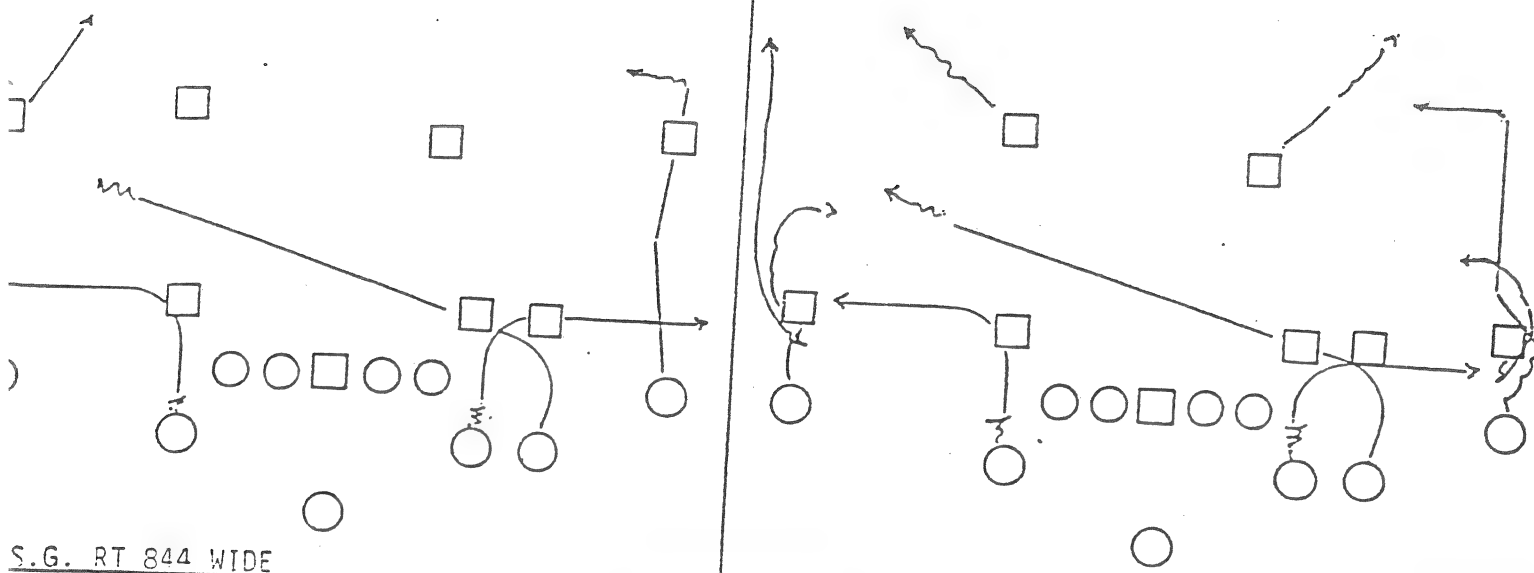
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN 844

FLARE WIDE

NKL 2



S.G. RT 844 WIDE

PROTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
 SITUATION ALERT: BASIC PATTERN GOOD IF QB KEY Y 1ST
 UNCOVERED RULE: X=6
 WK BLITZ: X=3/Y=BLTZ/ 8/Z=STICK/WB=MDM/SB=LBKR
 ST BLITZ: Z-9/Y=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS
 KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED
 PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY,
MUST KEY Y TO Z TO WIDE
- : BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : INSIDE 4 ROUTE. TIGHTEN SPLIT, RUN FLAT 4-AVOID LBKR'S. CAN LULL ZONE ON FAR SIDE.
 DO NOT ADJUST VS SOLO/M-M. VS JAM/BUMP BEST RELEASE. GET ACROSS THE FIELD FAST!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : CHECK LBKR-WIDE. ALERT REX/LEO CALL. MUST LET Y RELEASE 1ST
- : CHECK LBKR-WIDE. ALERT LEO/REX CALL
- FORMATION ALERT: GUN DBL/FLEX
- FORMATION: 744 WIDE (LIZ RIP VS 30)

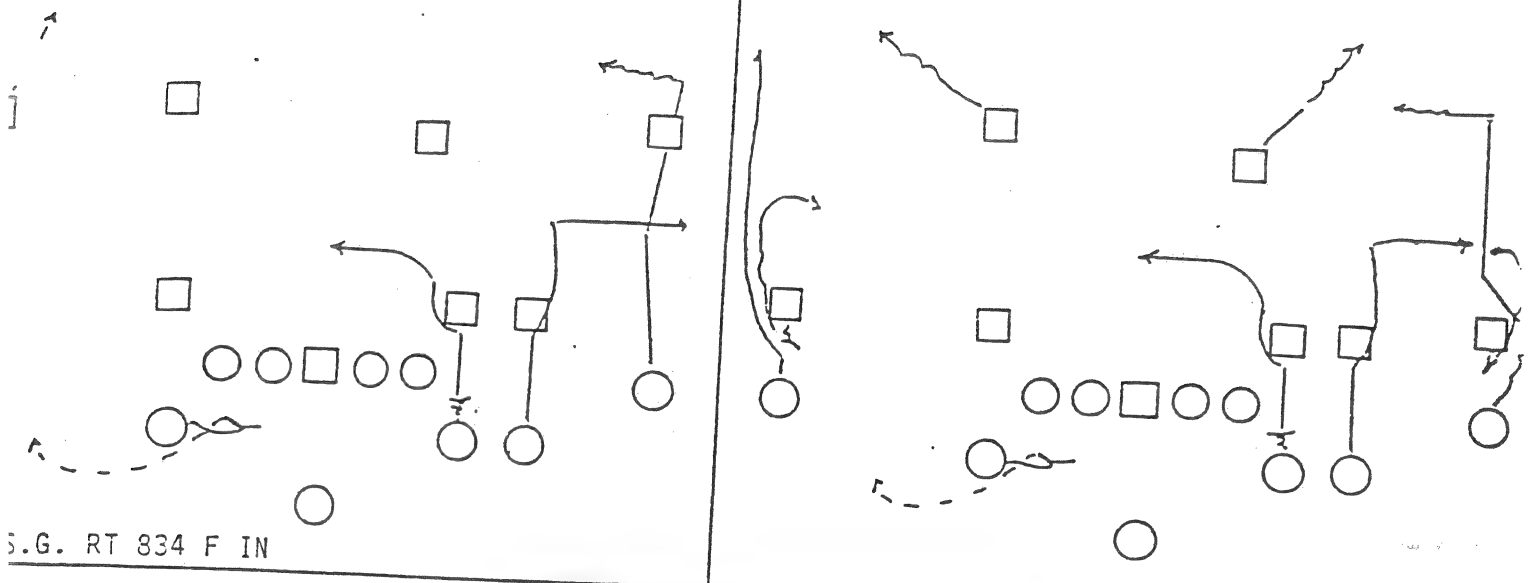
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN 834

FLARE F IN

NKL 2.



S.G. RT 834 F IN

PROTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
 SITUATION ALERT: COUNTER TO 44 COMBINATION. BEST VS M-M/ADJUST TO ZONE
 UNCOVERED RULE: X=6
 WK BLITZ: X-3/Y=BLTZ 8/Z=STICK/WB=MDM/SB=LBKR
 T BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
 VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS.
 KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED.
 PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY. MUST KEY SS/CORNER
 FOR Y TO Z. BE ALERT FOR FIN VS 2 LBKR LOOK.

BASIC 3 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

3 ROUTE AT 10 YDS. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP.
 MUST NOT ADJUST ROUTE-RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP.
 TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: CHECK LBKR-IN. ALERT REX/LEO

: CHECK LBKR-SWING. ALERT LEO/REX

FORMATION ALERT:

FORMATION:

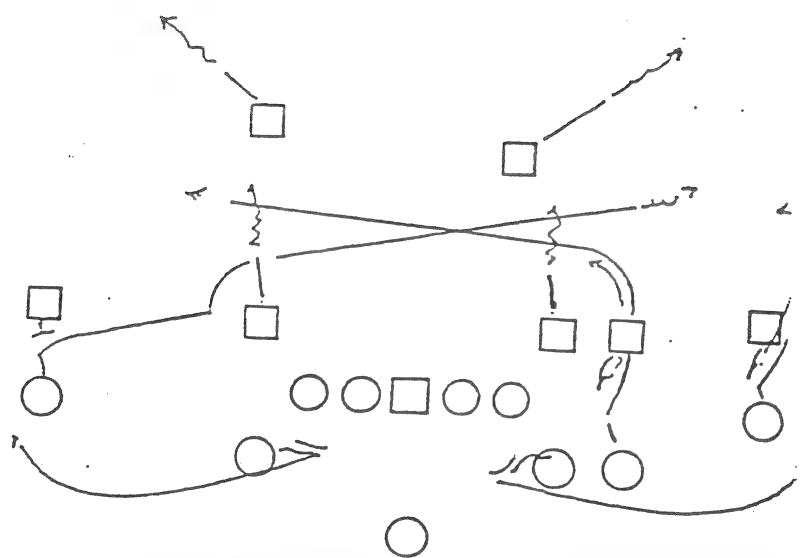
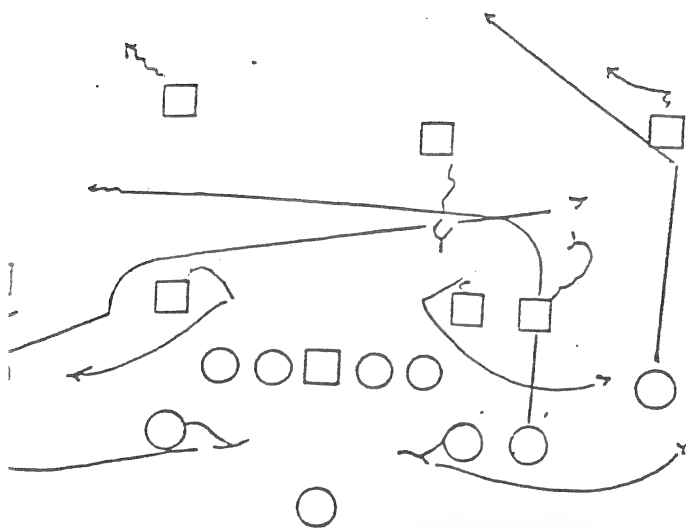
SHOT GUN

ATTACK: PROTECTION POCKET

PATTERN "0"88

FLARE FLARE

NKL 2



S.G. RT "0"88 FLARE

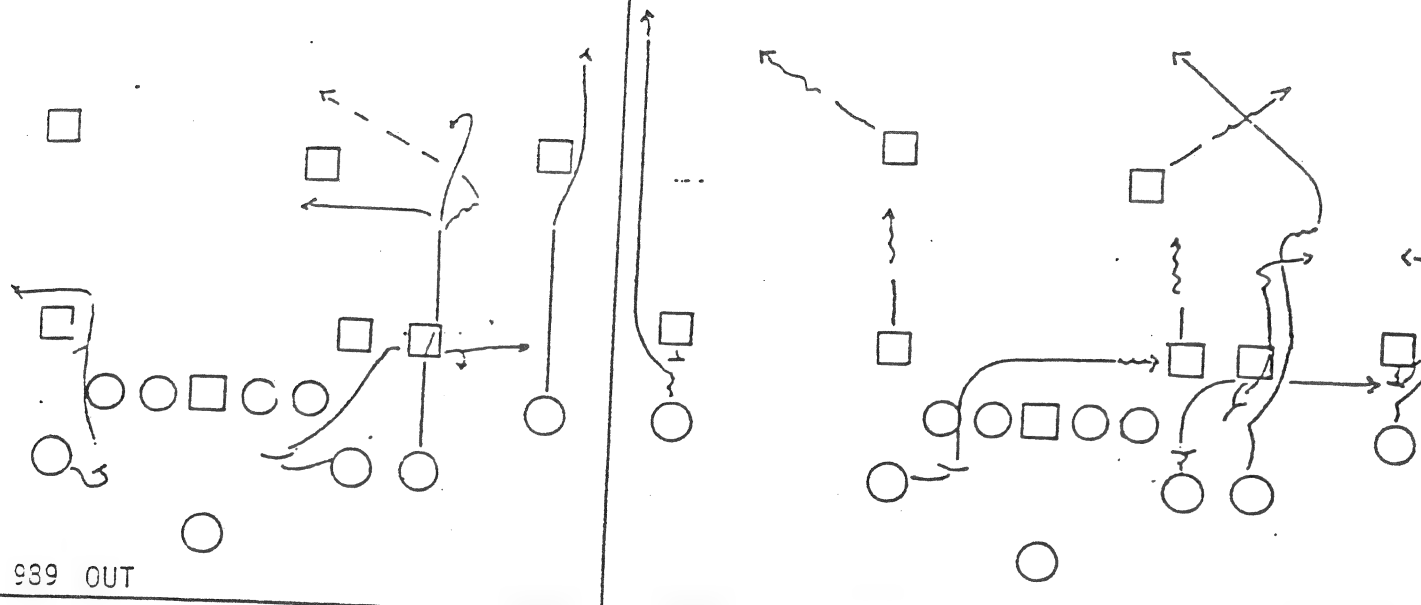
PROTECTION ALERT: POCKET VS 43/NKL/30
 SITUATION ALERT: GOOD VS 35 CORNER OFF Z. MUST ADJUST TO 66 LOOK
 UNCOVERED RULE: STICK
 WK BLITZ: X=3/Y=DLTX 8/Z=STICK/SB=LBKR/WB=MDM
 T BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB-MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
 FL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- 3: KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Z IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: Z TO X TO FLARE
- 1: "0"88 ROUTE 10-12 YDS FAR SIDE. SPLIT 6-8 YDS. RELEASE INSIDE VS CLOUD/BUMP. GET TO FAR SIDE (ALERT ZONE/M-M).
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- FLAT 8 ROUTE. SPLIT 6 YDS. RELEASE UPFIELD TO 10 YD AREA THEN BREAK FLAT. RELEASE OUTSIDE VS JAM/BUMP. DO NOT STOP!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- BASIC 8 ROUTE AT 12 YDS. GET DEEP. SPLIT OUTSIDE THE #. PUSH THE CORNER OFF THEN BREAK. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
- : CHECK LBKR-FLARE. ALERT REX/LEO
- : CHECK LBKR-FLARE. ALERT REX/LEO

FORMATION ALERT:

FORMATION:



PROTECTION ALERT: POCKET VS 43/NKL. RIP VS 30
 SITUATION ALERT: BASIC PATTERN. Y MUST BE DECISIVE ON INSIDE 8
 UNCOVERED RULE: X=3
 BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=MDM/SB=LBKR
 BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
 SET UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Y IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS.
 PROGRESSION: BASIC-WORK Y TO CROSS/SNEAK. X/WS READ SHOWS 1-ON-1. WK SIDE X TO CROSS/SNEAK. SOLO ON Y WORK Z TO CROSS/SNEAK. ALERT 66 LOOK WORK Z-Y TO CROSS/SNEAK.

BASIC 9 ROUTE. SPLIT RULE 9, BEST RELEASE VS CLOUD/BUMP. GET DEEP FAST.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL ADJUSTMENTS.
 KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

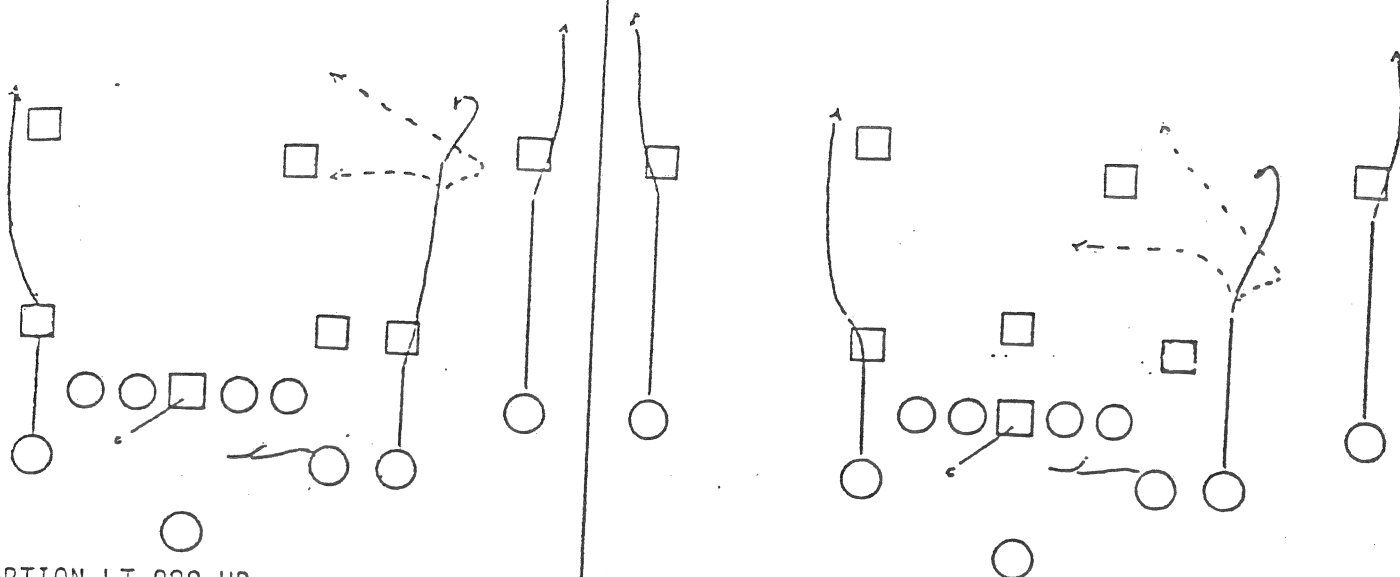
BASIC 9 ROUTE. SPLIT 2 YDS WIDER THE SPLIT RULE 9. BEST RELEASE VS CLOUD/BUMP. CANNOT BE HELD UP. SPRING DEEP. CATCH BALL OUTSIDE OF ORIGINAL POSITION.
 KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-OUT. ALERT REX/LEO

CHECK LBKR-OUT.

HOT GUN ATTACK: PROTECTION OPTION PATTERN 989 FLARE UP

NKL 2



3. RT OPTION LT 989 UP

DETECTION ALERT: OPTION VS 43/NKL/30
TUAITON ALERT: 3R 13+ OR 3 DEEP ZONE
COVERED RULE: STICK
BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
RLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

IC COACHING POINTS

P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS
JERSEY # DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: WK SIDE X-H/ST SIDE CHECK Z WORK Y

BASIC 9 ROUTE. SPLIT 2 YDS WIDER THAN RULE 9. CANNOT BE HELD UP. BEST RELEASE VS
CLOUD/BUMP. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS. RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL
ADJUSTMENTS.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

FREE RELEASE-UP. STAY IN THE SEAM

DUAL CHECK LBKR'S-STAY. ALERT GREEN DOG

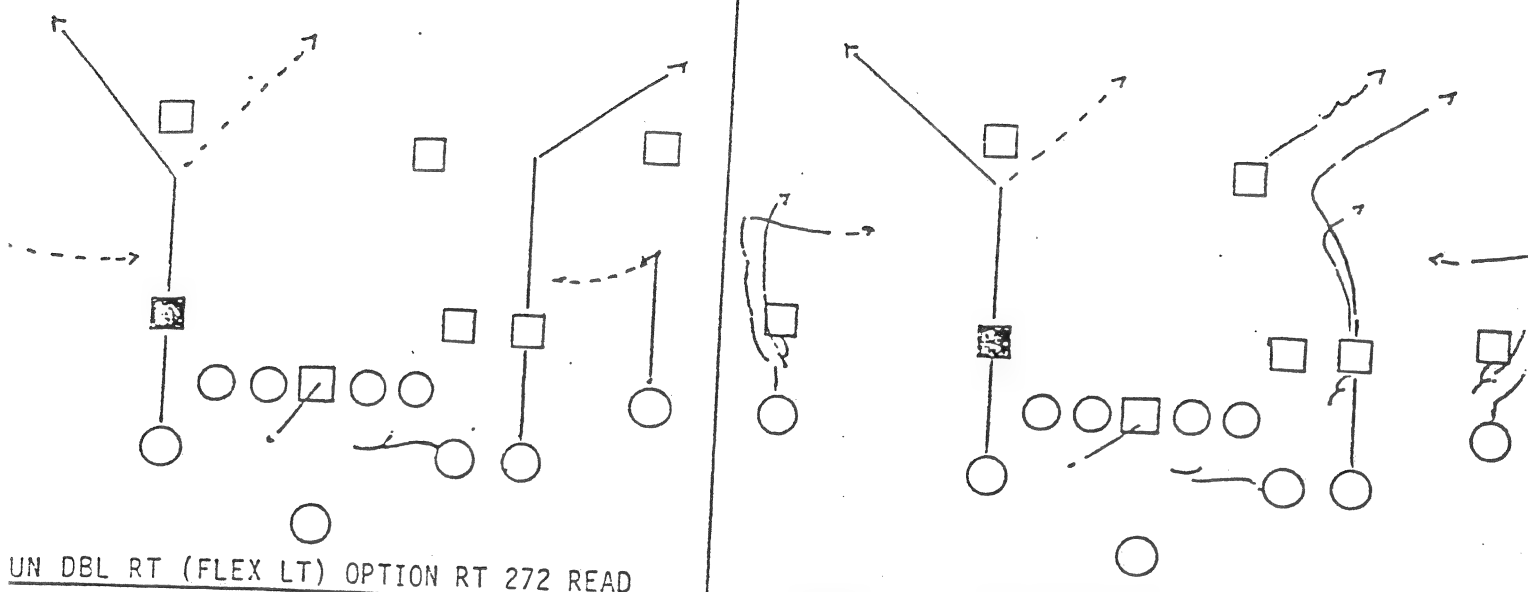
ATION ALERT: GUN DBL/GUN FLEX K CALL

ATIONS:

GUN DBL/FLEX ATTACK: PROTECTION OPTION

PATTERN 272 READ FLARE

NKL.



PROTECTION ALERT: OPTION VS 43/NKL/30
SITUATION ALERT: BEAT LBKR COVERAGE ON WR. READ MUST BE DECISIVE
UNCOVERED RULE:

BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
BLITZ: Z=9/Y=3/X=STICK/SB=MDM/WB=STICK
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

- 1: P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS
JERSEY# DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: READ RECEIVER TO DELAY SAME SIDE
 - 2: 2 DELAY ROUTE. SPLIT OUTSIDE THE #. DRIVE OFF TO 9-10 YDS AREA. KEY THE QB/DEFENSE
FOR HITCH OR DELAY. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP 7 -
FAST/MECHANICAL.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE
 - 3: FREE RELEASE-READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP
CORNER. FAST/MECHANICAL. ALERT BLITZ: BLOCK XTRA RUSHER

DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG
- MATION ALERT: GUN FLEX CALL IS OPT K 272 READ

IATION:

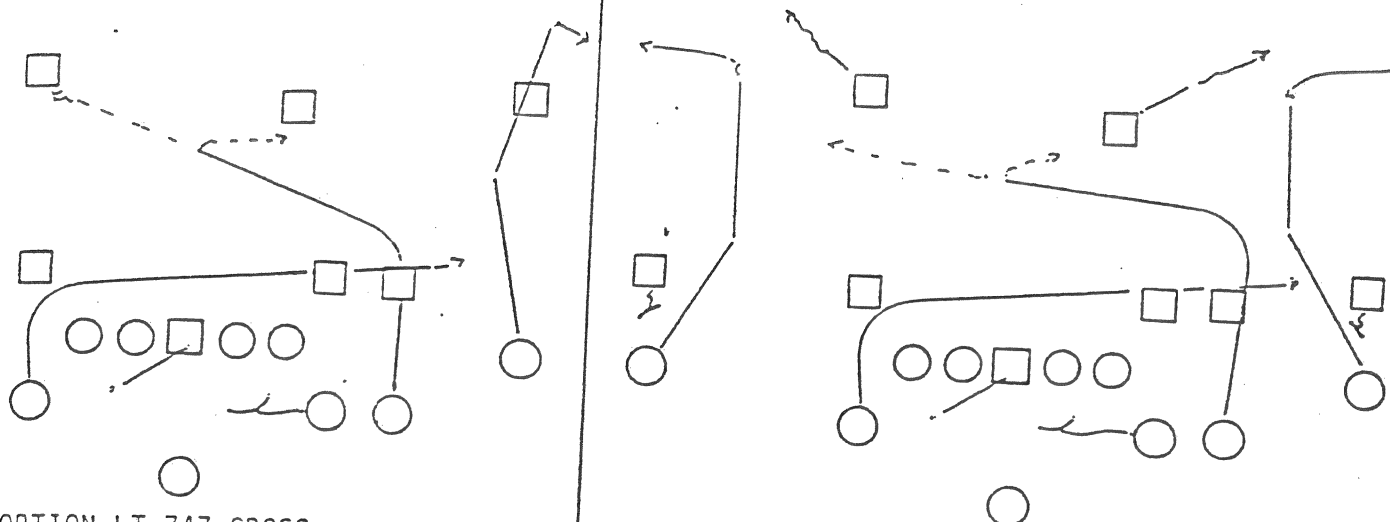
SHOT GUN

ATTACK: PROTECTION OPTION

PATTERN 747

FLARE CROSS

NKL 2



S.G. RT OPTION LT 747 CROSS

PROTECTION ALERT: OPTION VS 43/NKL. LIZ RIP VS 30
 SITUATION ALERT: 3R 13+. PLUS TERRITORY
 UNCOVERED RULE: X=3
 WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
 ST BLITZ: Z=9/c=3/X=STICK/WB=LBKR/SB=MDM
 OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
 ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE. P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. CHECK XB/WS AS PLAY DEVELOPS.

PROGRESSION: PICK A SIDE BY DOWN-DISTANCE, 3R 10 LESS WORK Z-CROSS. 3R 10+ WORK X-Y. ALERT FOR Y ADJUST

-Z: BASIC 7 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 3. RELEASE INSIDE VS CLOUD. OUTSIDE VS BUMP.

KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

: INSIDE 4 ROUTE. DEEPER ON FAR SIDE-12-18 YDS. VS JAM/BUMP RELEASE OUTSIDE. MUST NOT BE HELD UP. PIVOT BACK ADJUSTMENT MUST BE DECISIVE. MAKE IT OVER THE BALL!
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

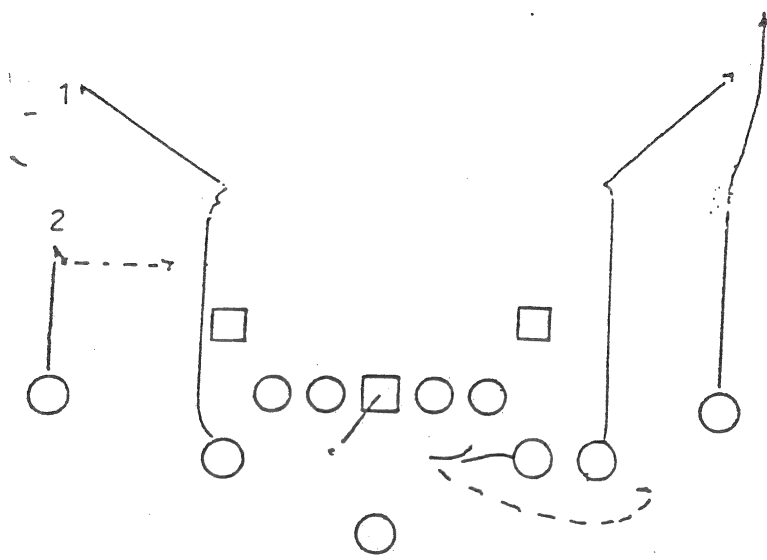
B: FREE RELEASE-CROSS. GET TO FAR SIDE 10 YDS DEEP

B: DUAL CHECK LBKR'S (NKL LOOK).

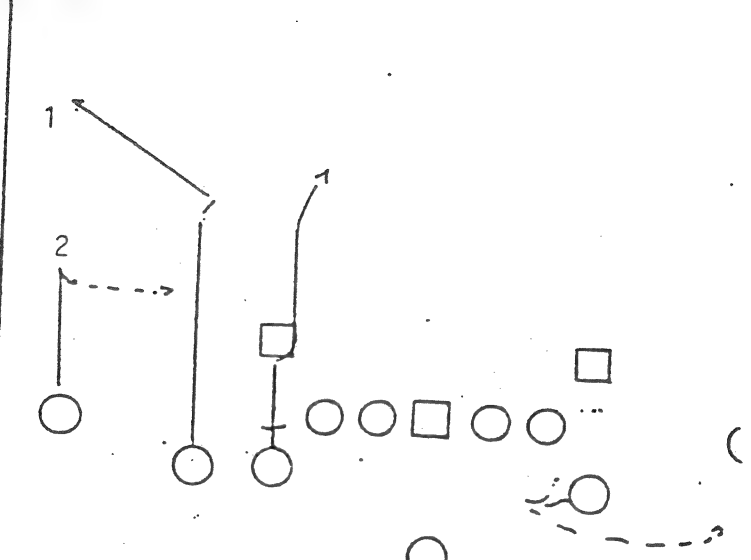
FORMATION ALERT: GUN DBL/GUN FLEX USE K CALL

RIATION:

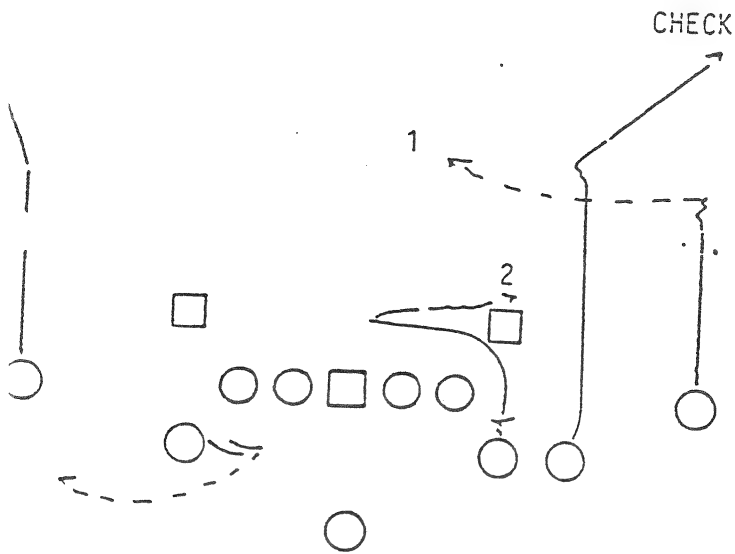
SHOT GUN DELAY/PICK



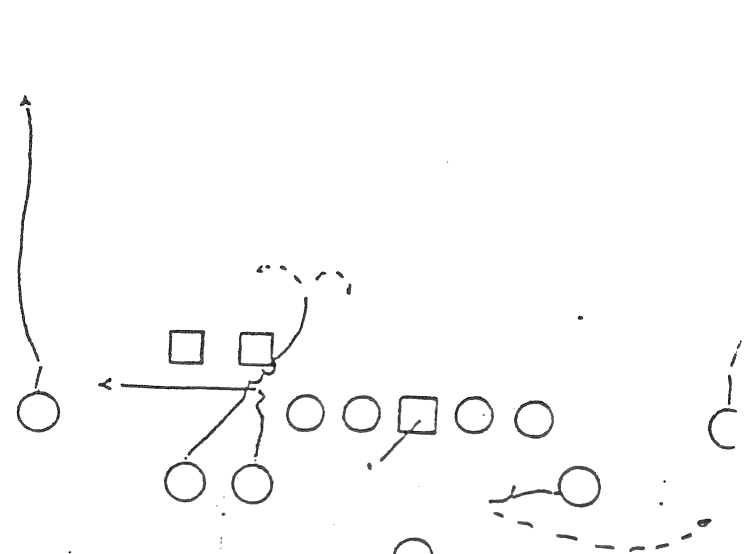
S.G. RT OPTION LT 279 DELAY/FAKE



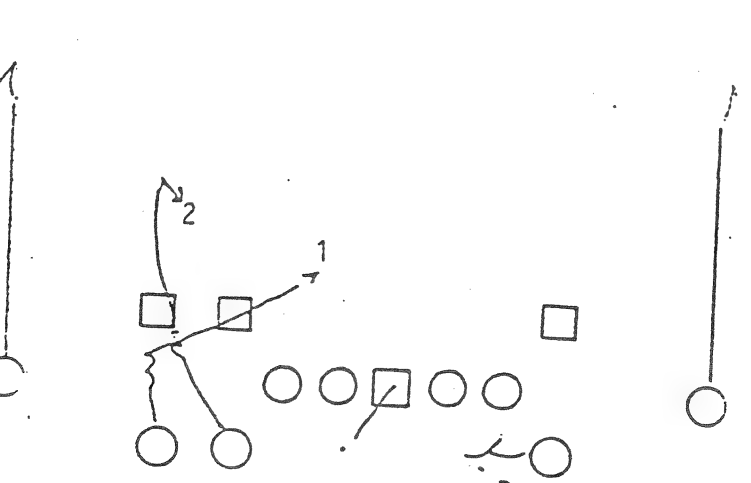
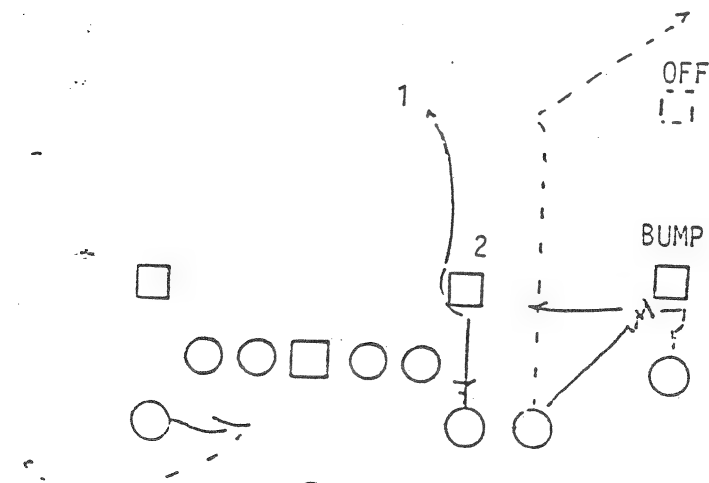
S.G. LT 972 DELAY/FAKE



S.G. RT 974 DELAY F FAKE CROSS



S.G. LT OPTION LT PICK 29

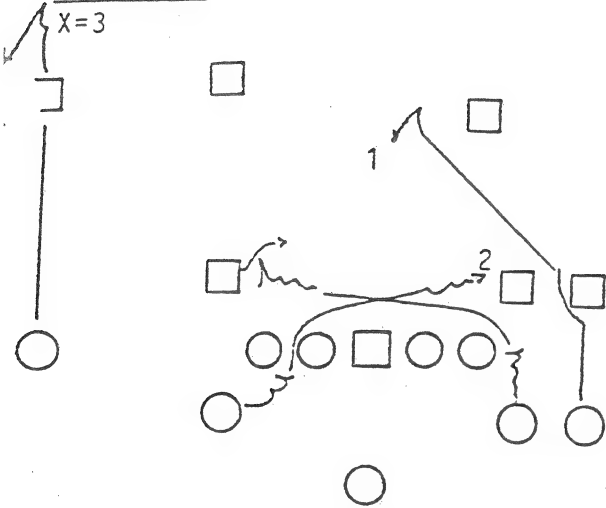


SHOT GUN PICK/RUB

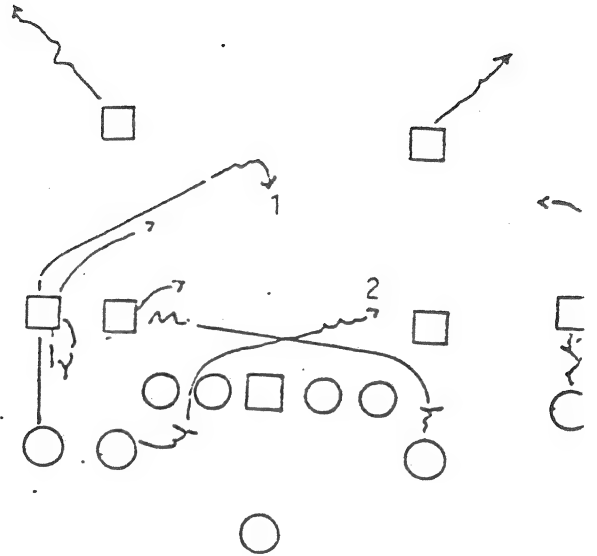
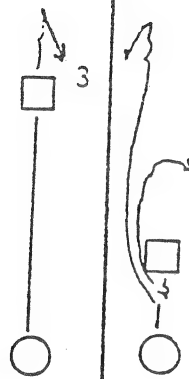
NKL :

UNCOVERED

X=3



S.G. RT 565 F RUB SNEAK

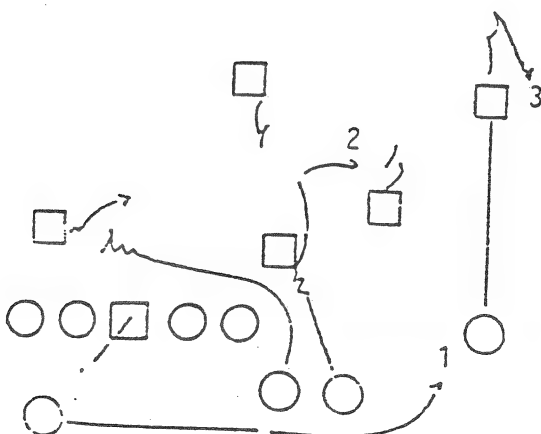


S.G. LT 565 H RUB SNEAK

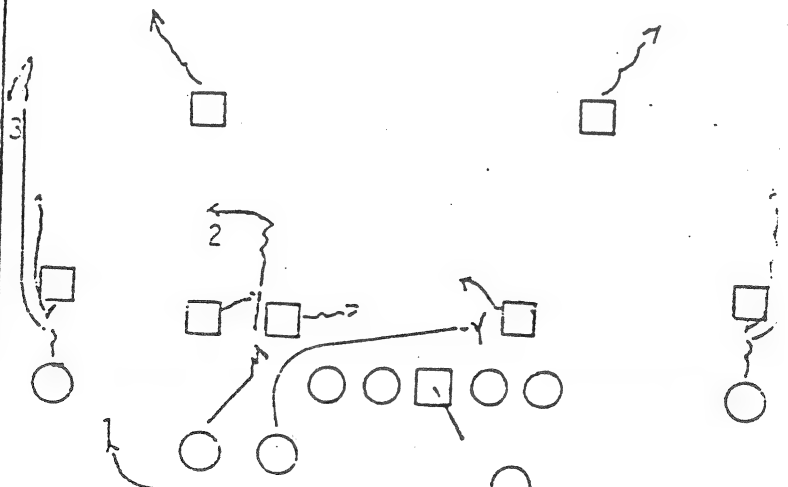
○ ○ □ ○ ○

○ ○ □ ○ ○

ALERT ROSE RAM

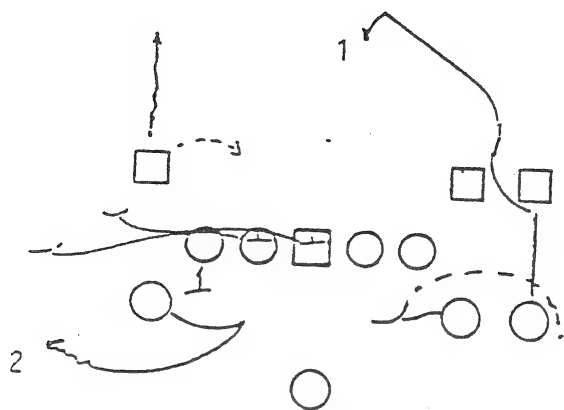


ALERT SALLY LION

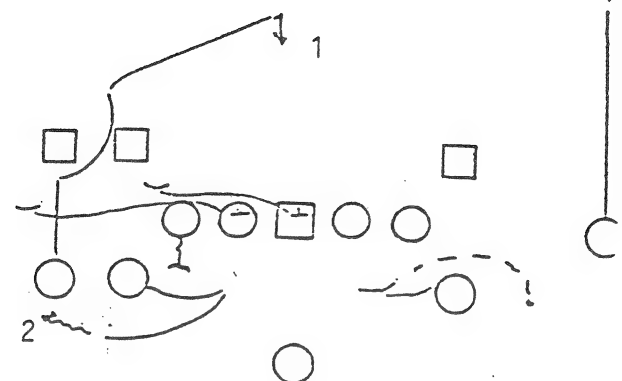


SHOT GUN DRAG/SCREEN

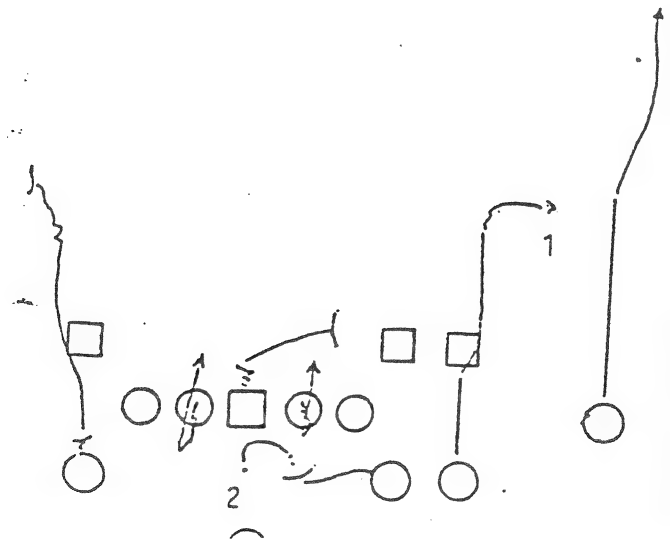
N12 32



S.G. RT DRAG LT H 969



S.G. LT DRAG LT F 969



PASS GAME 1985PLAY ACTION

CHARLIE 10 208/PASS 11 121

PASS 50/40 TRAP 202/9 CORNER/9 POST/8 SHOOT

PASS 20/30 PAINT 689/844/87"0"

CHARLIE 50/40 WHAM 389 (PUMP)/689/989/744/633 (PUMP)

CHARLIE 40/50 LEAD 8"0"4 (FAST)/7"0"4/6"0"8/989/FLAG 794

CHARLIE 40/50 POWER 807 SMASH/FLAG 744/479/633

CHARLIE 60/70 389(PUMP)/689/989/744/633 (PUMP)/FLAG 794/748

PASS 80/90 SLANT 305 (PUMP)/606/906/033 (PUMP)/079

FAKE 80/90 G-0 804 SMASH/088 SMASH

RUN PASS 80 TOSS

PLAY ACTION BY FORMATION

REGULAR 2 BACK SET



CHARLIE 10 208/PASS 11 121
PASS 50(40) TRAP 202/9 CORNER/
POST/8 SHOOT
PASS 20(30) PAINT 689/844/87"0"
CHARLIE 50(40) WHAM 389 (PUMP)/
689/989/844
PASS 80/90 SLANT 303 (PUMP)/606.

CHARLIE 40(50) LEAD 804 (FAST)/
7"0"4/6"0"8
CHARLIE 40(50) POWER 807 SMASH
FAKE 80(90) G-0 807 SMASH

SLOT 2 BACK SET



CHARLIE 50(40) SLANT 633 (PUMP)
PASS 80/90 SLANT 033 (PUMP)/079

CHARLIE 40(50) LEAD FLAG 794/989 F SNEAK
CHARLIE 40(50) POWER FLAG 744
FAKE 80(90) G-0 088 SMASH
RUN PASS 80 TOSS

DEUCE/DOUBLE



CHARLIE 10 208/PASS 11 121
PASS 50(40) TRAP 202
9 CORNER/9 POST/8 SHOOT
PASS 20(30) PAINT 689
844/87"0"

CHARLIE 60(70) 389 (PUMP)
689/989/844/633 (PUMP)/ZIP FLAG 794

PLAY ACTION -2

WHIP/DART



CHARLIE 60(70) 389 (PUMP)/689/989
844/633 (PUMP)

ACE/SINGLE



CHARLIE 70(60) 633 (PUMP)/989/844
CHARLIE 60 (70) 079 H FLAT/092 DLY H CORNER

TREY/TRIPS



CHARLIE 60(70) 633 (PUMP)/939/844/7"0"4

PLAY ACTION -3

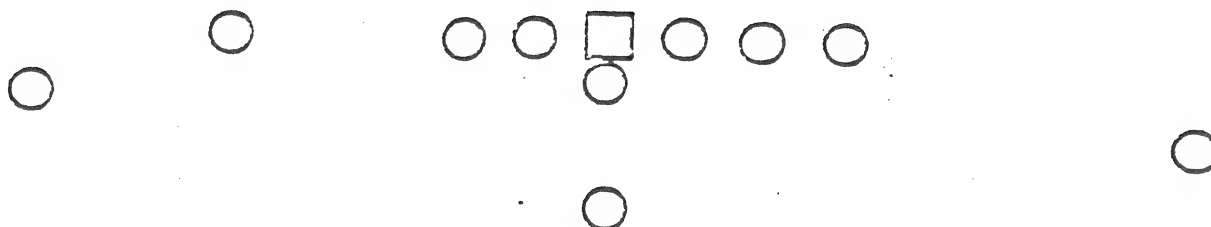
TWINS/FLANK



CHARLIE 60(70) 989/844/633 (PUMP)
FLAG 794

FAKR 80(90) G-0 088 SMASH
RUN PASS 80 TOSS (JET)

FLEX/TWINS OPEN



PASS 11 121 (LEFT FORMAITON)

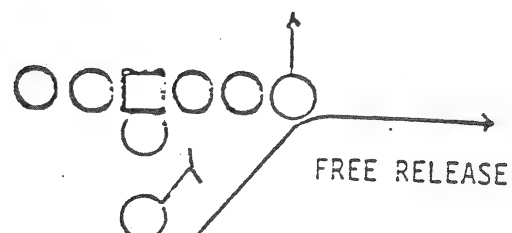
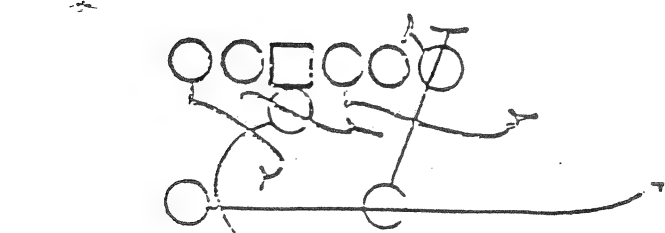
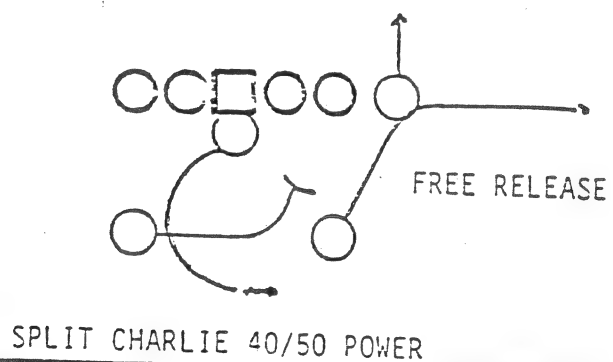
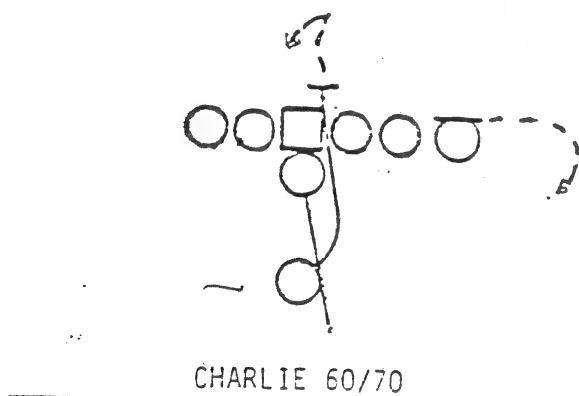
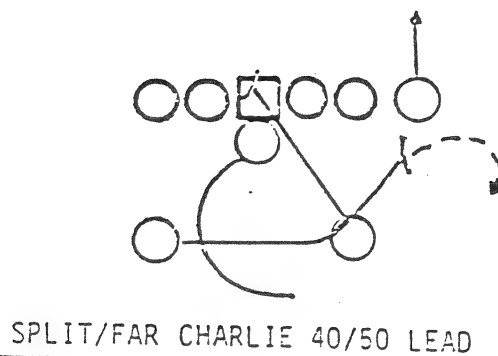
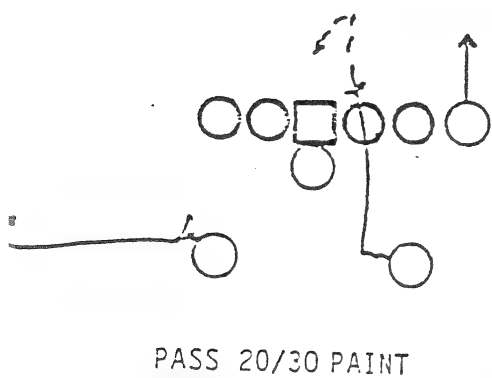
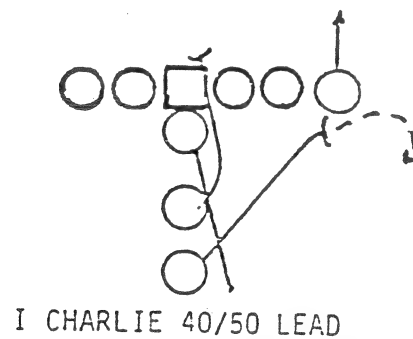
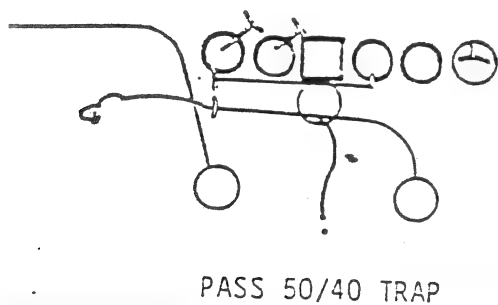
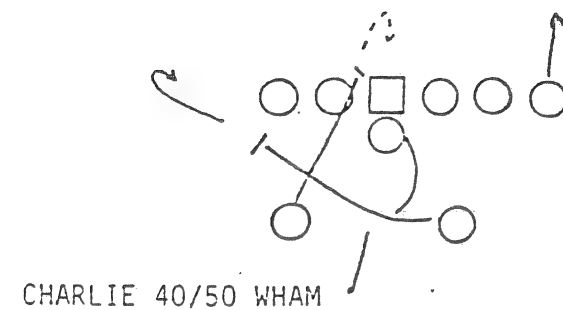
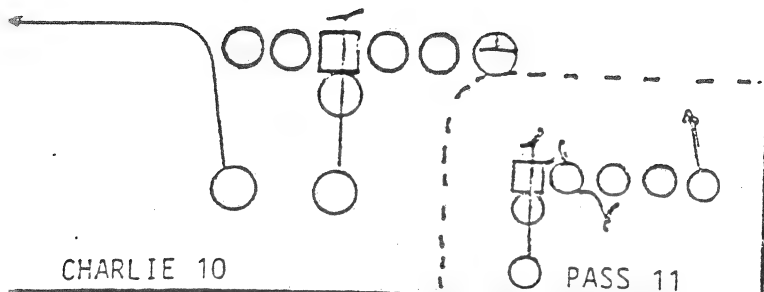
CHARLIE 60(70) 389 (PUMP)/689/989
844/633 (PUMP)

F SHORT FLAG 794

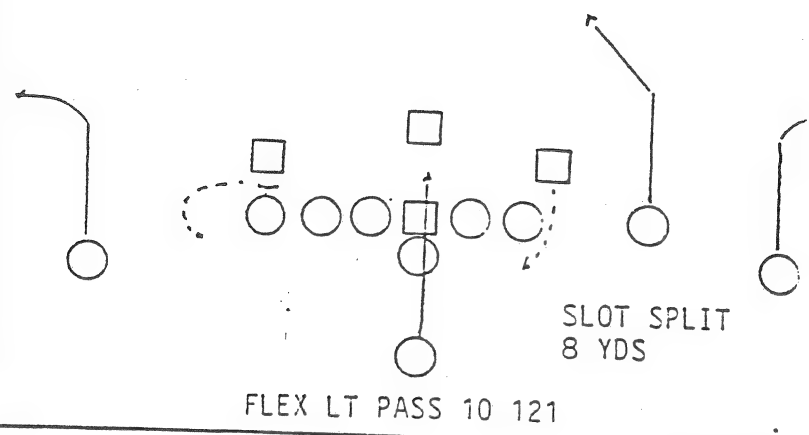
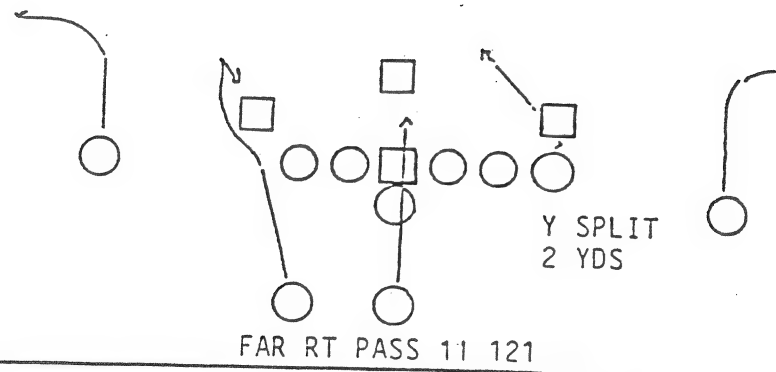
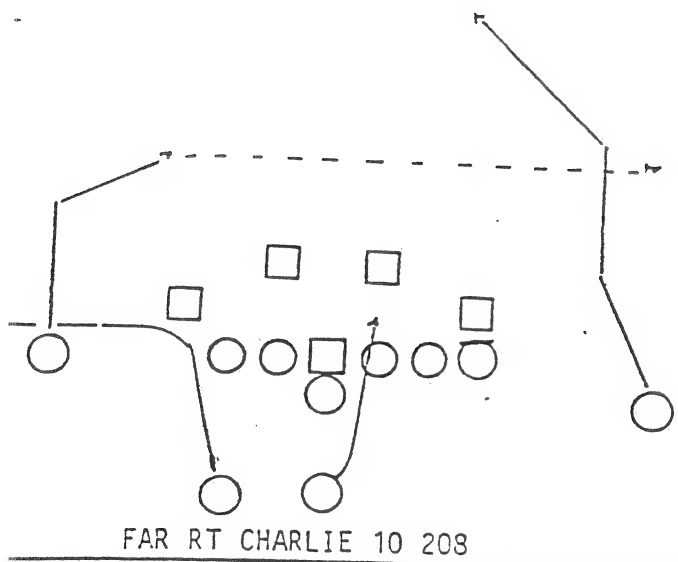
BACK ACTIONS

PLAY ACTION

PP 15



PLAY ACTION ATTACK: PROTECTION CHARLIE 10. PASS 10 PATTERN 208 FLARE H FLAT



PROTECTION ALERT: PASS 11, LINE SLIDE

BLITZ:
BLITZ:

SOC COACHING POINTS QB

CHARLIE 10 208: P.S.L. SAFETYS. CAN WORK X-2 OR PUMP 2 WORK 8.

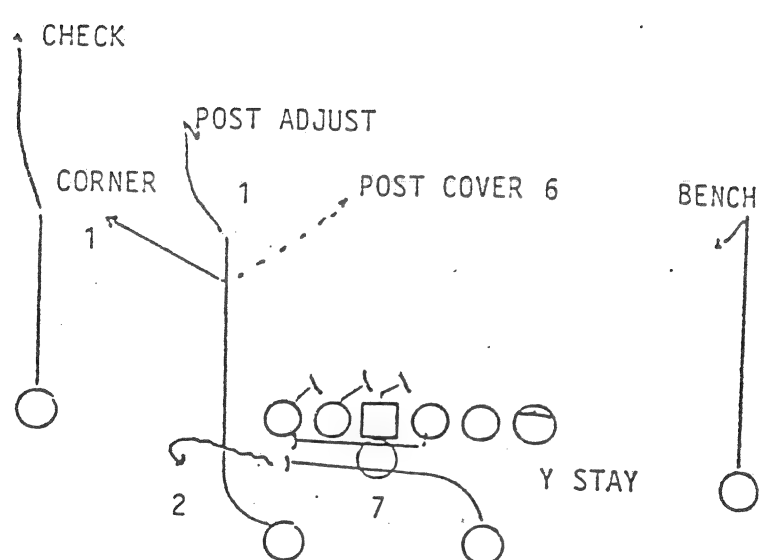
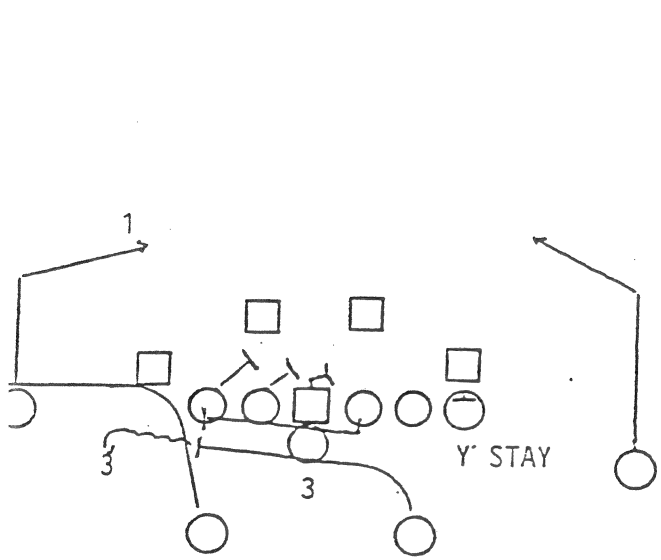
SS 10 121: GOOD FAKE TO BACK. WORK 2 ROUTE.

S
W ROUTE SPLIT/ADJUSTMENTS

KS

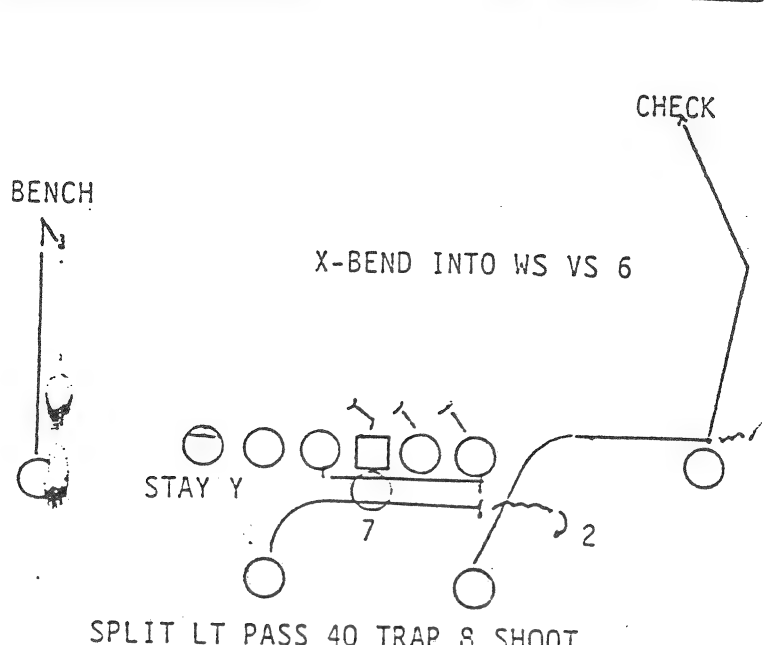
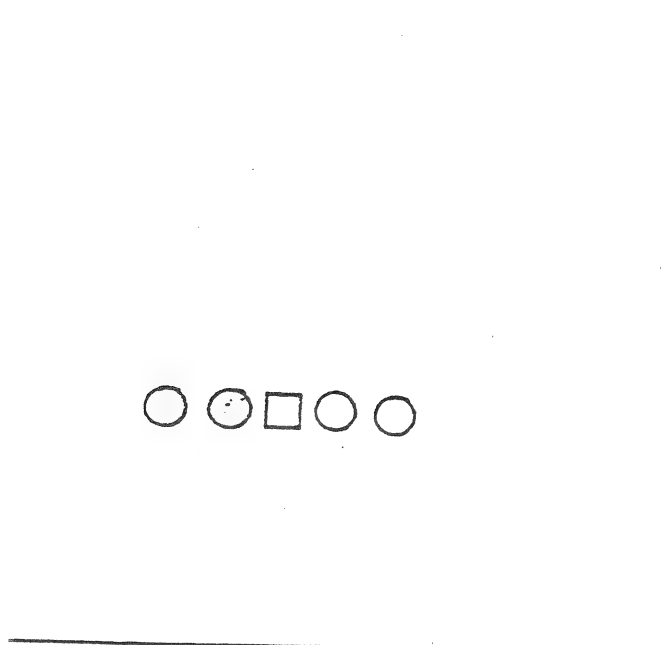
ACTION CALLED

IT 1 FOOT-STAY



SPLIT RT PASS 50 TRAP 202

SPLIT RT PASS 50 TRAP 9 POST/CORNER



SPLIT LT PASS 40 TRAP 8 SHOOT

SPLIT LT PASS 40 TRAP 8 SHOOT

TECTION ALERT: TE STAY

BLITZ:

BLITZ:

IC COACHING POINTS QB

TOWARD RB ON FAKE/MUST P.S.L. WEAK COVER LOOK.

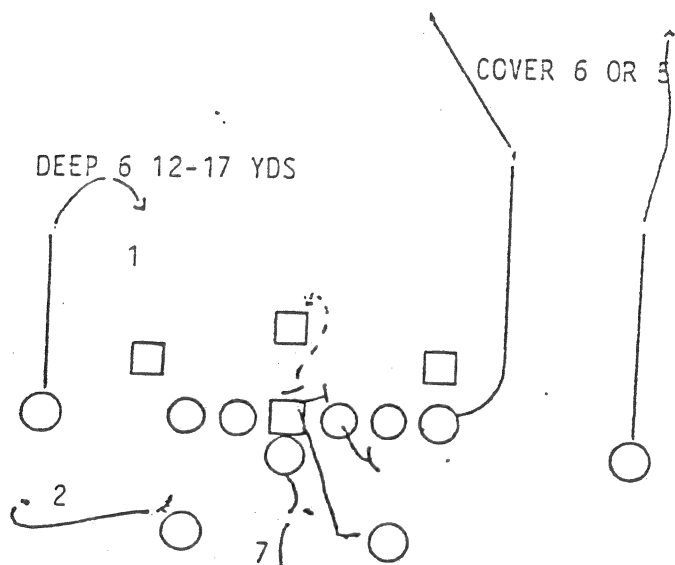
NOT FORCE. HAVE FB AS OUTLET.

ROUTE SPLIT/ADJUSTMENTS

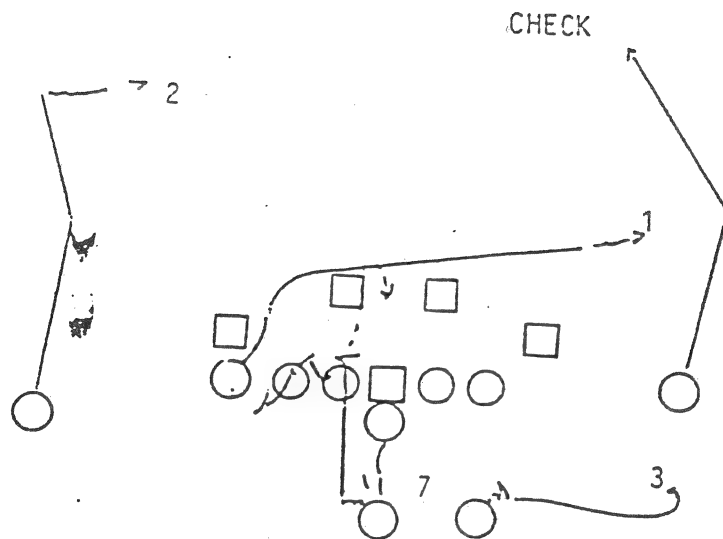
ACTION CALLED. OUTLETS BE ALERT FOR THE BALL.

T 1 FOOT STAY.

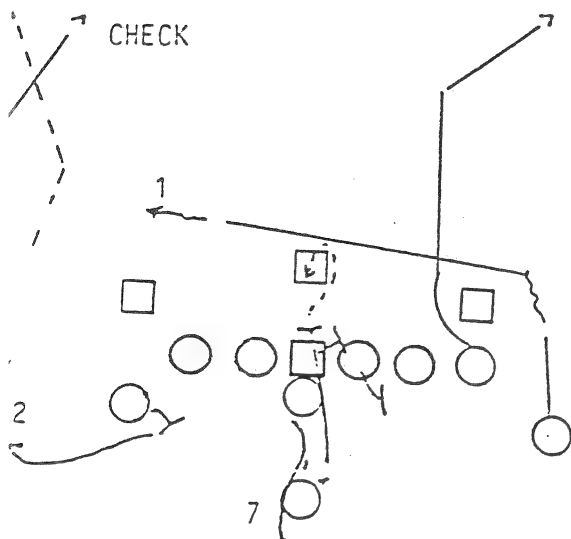
PP 15.



SPLIT RT PASS 20 PAINT 689



FAR LT PASS 30 PAINT 844



DEUCE RT WING PASS 20 PAINT 87"0"



TECTION ALERT: LINE SLIDE STRONG

BLITZ:
BLITZ:

SIC COACHING POINTS QB

SIC DROP BACK TECHNIQUE. P.S.L. COVER LOOK. WORK PROGRESSION!

' S/TE

DOWN ROUTE SPLIT/ADJUSTMENTS

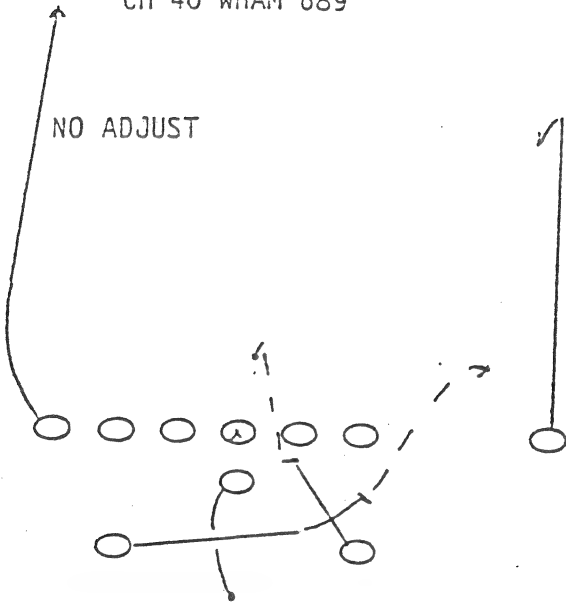
KS -

1 ACTION CALLED. OUTLETS ALERT FOR BALL.

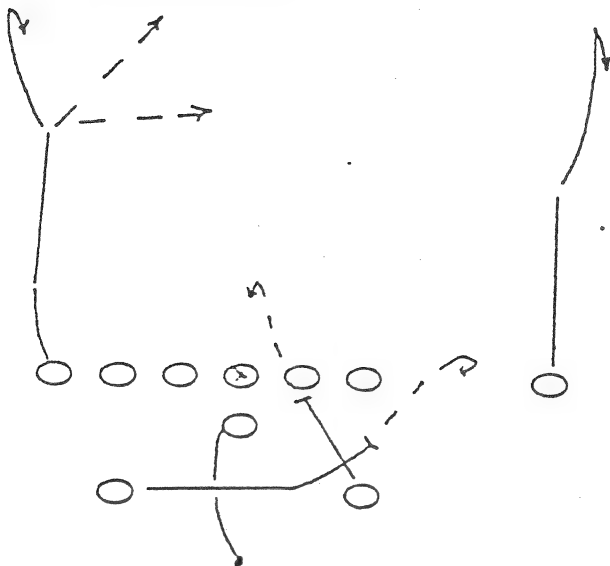
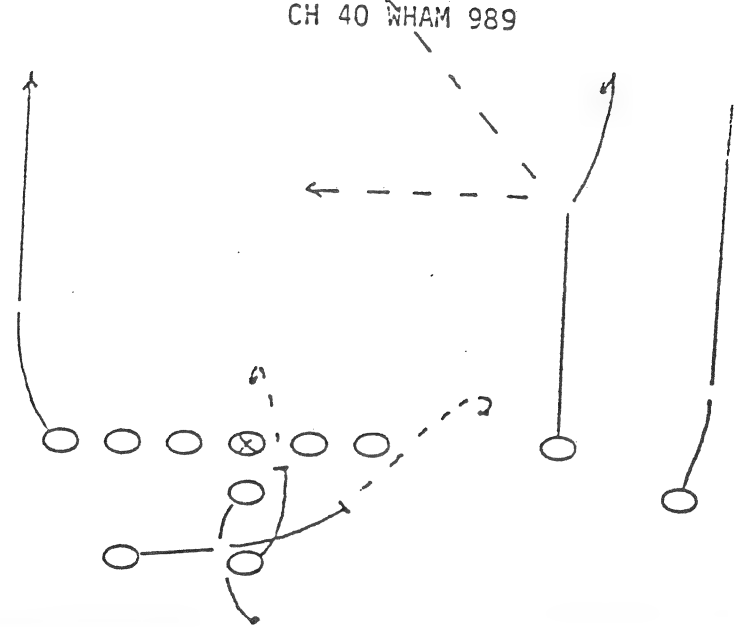
PLAY ACTION ATTACK - CHARLIE 40/50 WHAM

CH 40 WHAM 689

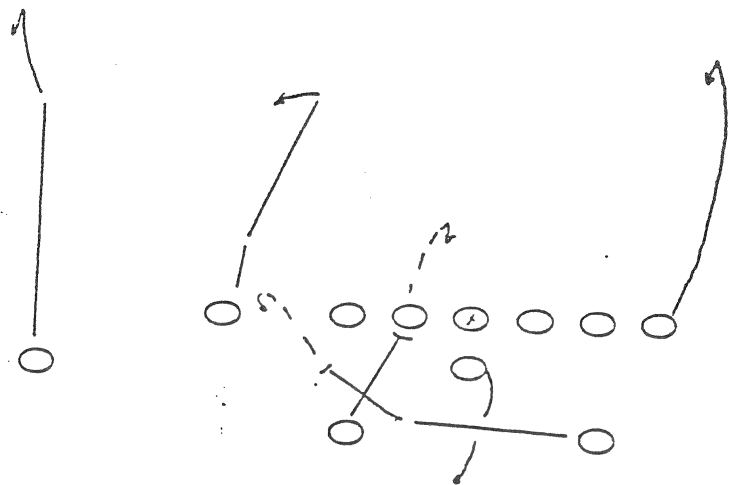
NO ADJUST



CH 40 WHAM 989



CH 40 WHAM 589



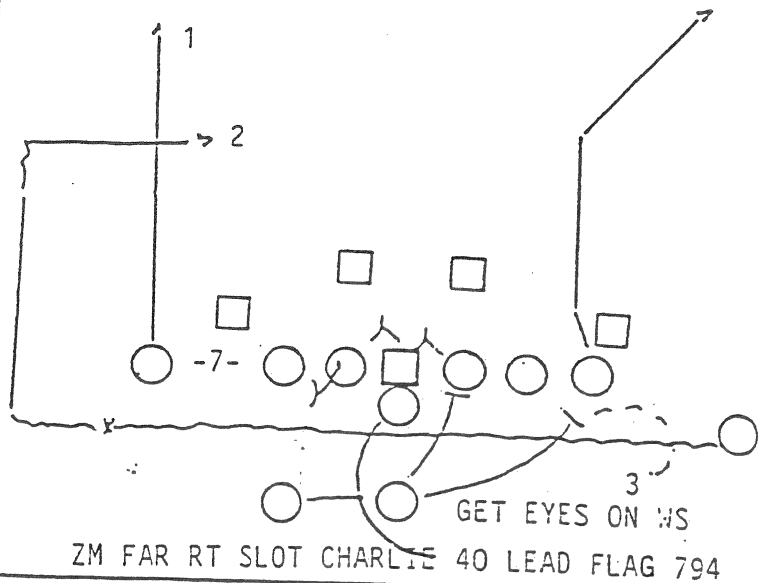
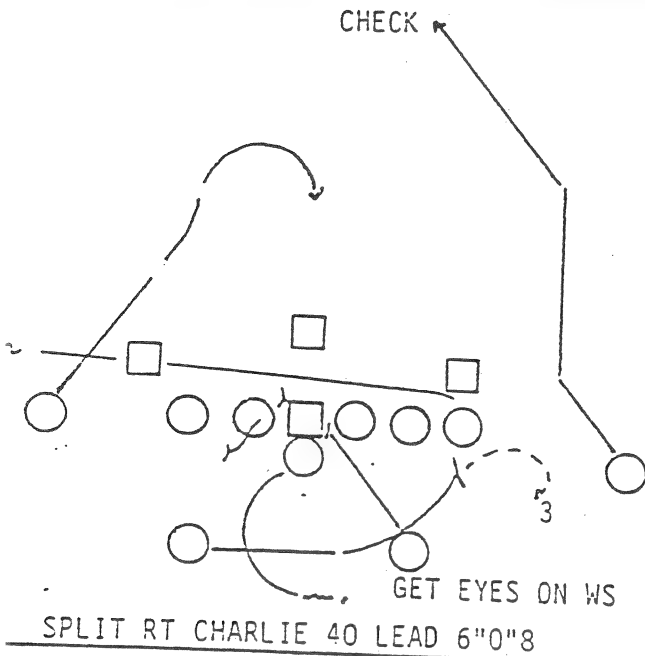
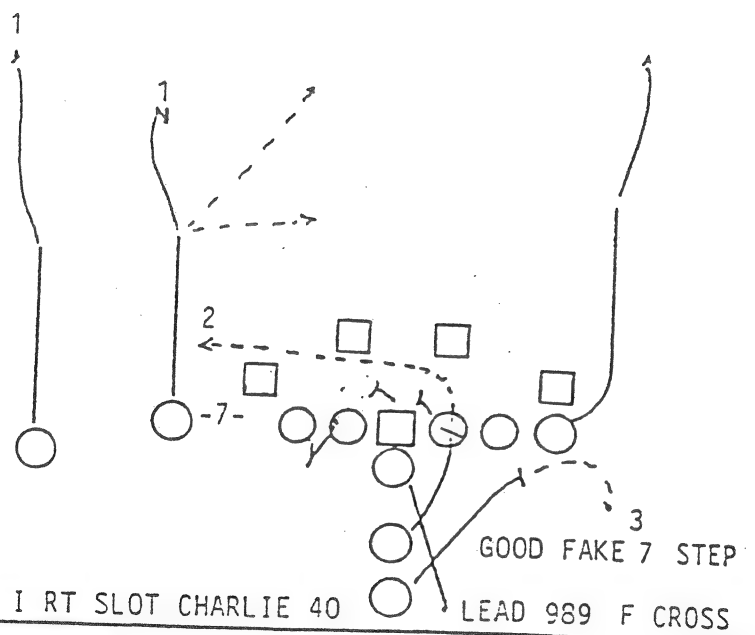
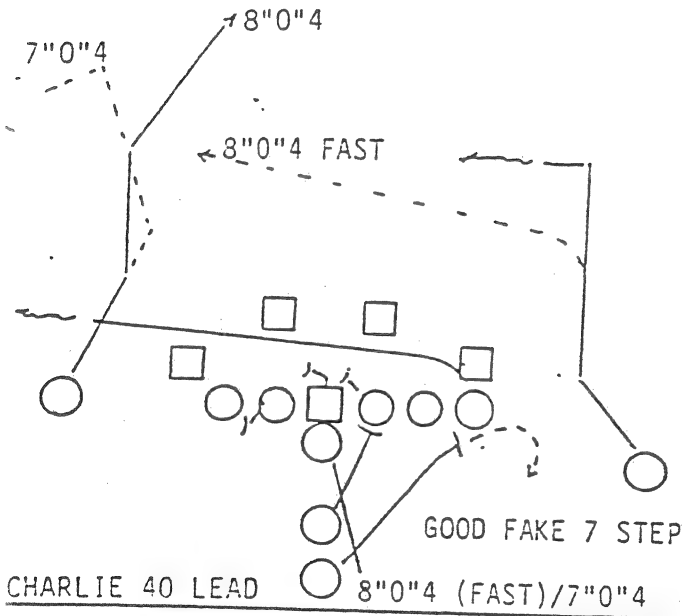
CH 50 WHAM 635

QB: SET UP OVER BALL. EXECUTE PATTERNS LIKE DROP BACK.

REC: INSIDE 8 DOES NOT ADJUST WITH 689.

RB'S: BE AGGRESSIVE WITH FAKE.

PLAY ACTION ATTACK: PROTECTION CHARLIE 40 (50) PATTERN SEE BELOW FLARE SEE BELOW



PROTECTION ALERT:

BLITZ:
BLITZ:

SIC COACHING POINTS QB

GOOD FAKE! WORK PROGRESSION.

7"4: CHECK 8 WORK "0"-4 TO BACK OUTLETS.

0"4: WORK X-7 TO "0" TO BACK OUTLETS.

BASIC) 8"0"4 FAST: WORK "0" TO FAST 4 TO BACK OUTLETS.

1"8: CHECK 8 WORK "0" - 6 TO BACK OUTLETS

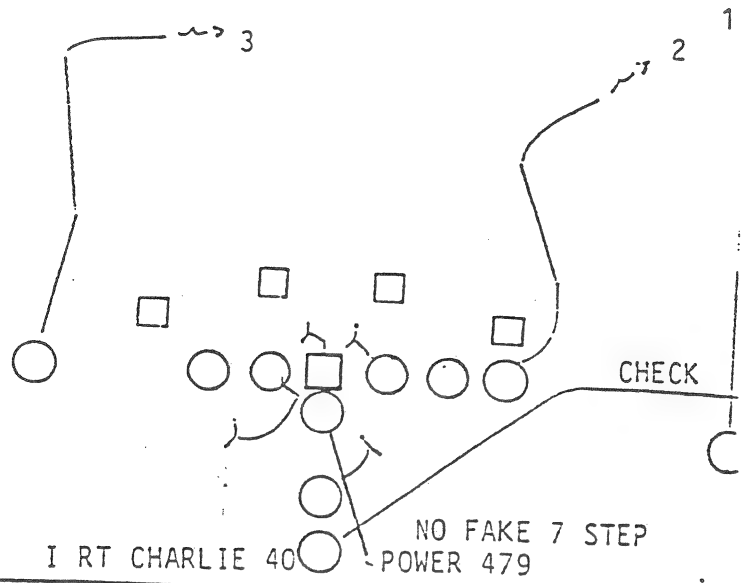
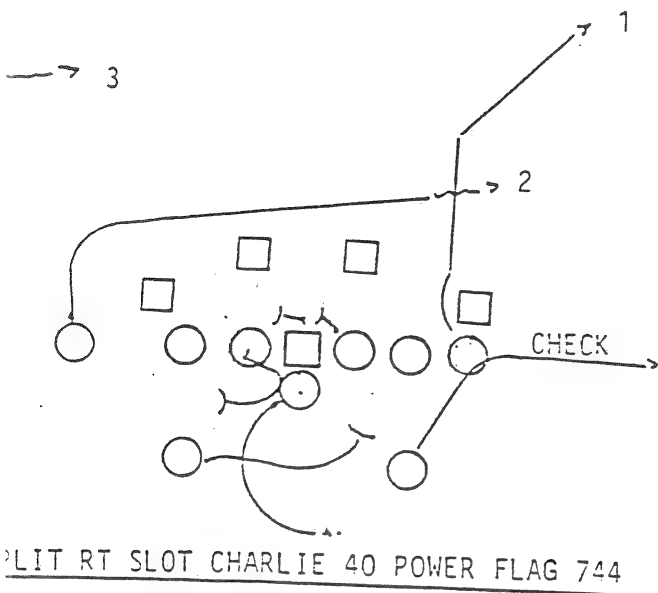
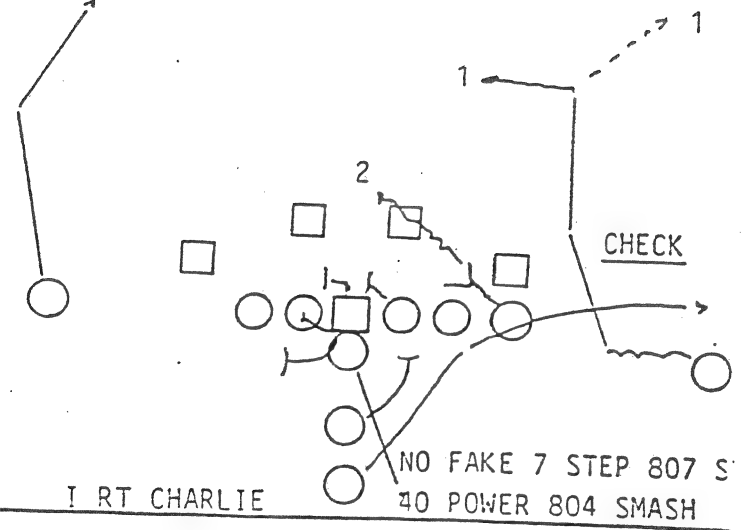
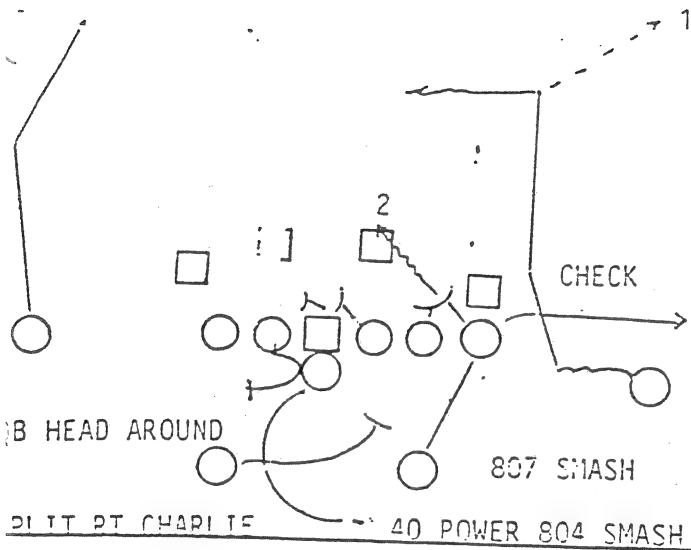
3 794: KEY WS FOR FLAG 7 WORK 9-4 TO BACK OUTLETS.

9 F CROSS: WORK 8-9 TO F CROSS/SLOW FLAT

S/TE

NEW ROUTE SPLIT/ADJUSTMENTS

WS



PROTECTION ALERT: POWER TELLS QB TO CHECK RB 1ST VS ALL DEFENSES

BLITZ:
BLITZ:

BASIC COACHING POINTS QB

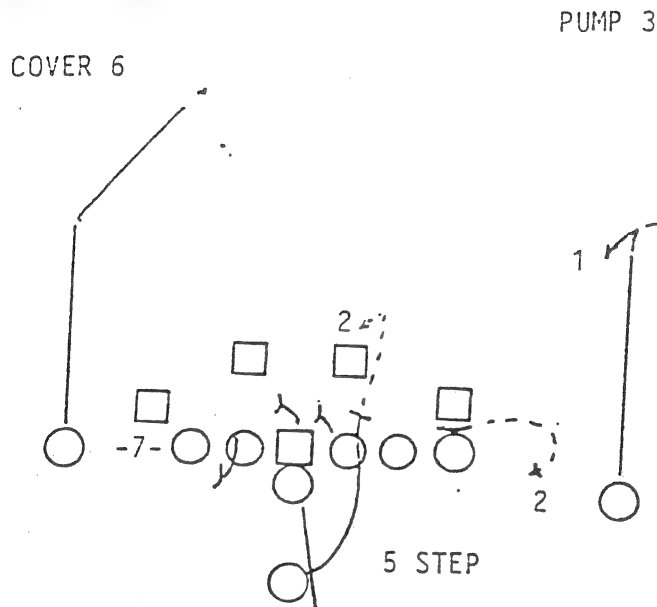
- MUST CHECK THE RB IN FLAT 1ST. GET HEAD AROUND FIRST!
- 4 SMASH: CHECK RB WORK Z-4 TO SMASH
- 7 SMASH: CHECK RB WORK Z-7 TO SMASH
- AG 744: CHECK RB WORK Y-FLAG 7 TO 44 COMBINATION
- 9: CHECK RB WORK 79 COMBINATION TO X-4

TS/TE

OW ROUTE SPLIT/ADJUSTMENTS

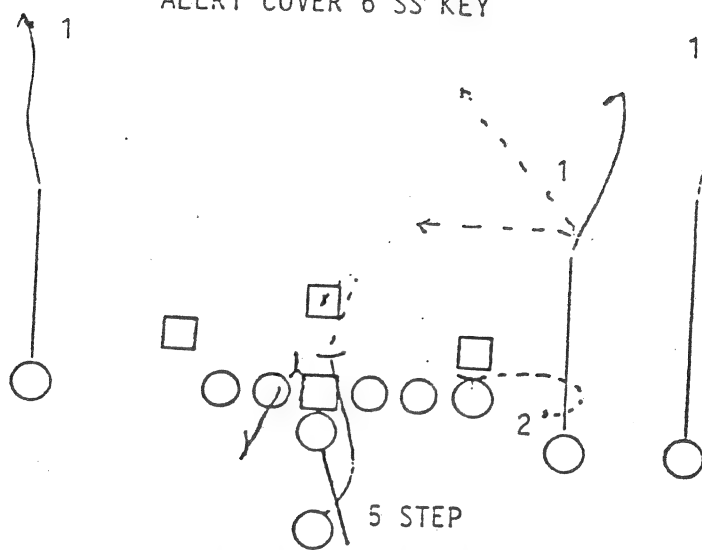
CKS

- : FREE RELEASE - FLAT
- : DUAL CHECK LBKR'S - STAY

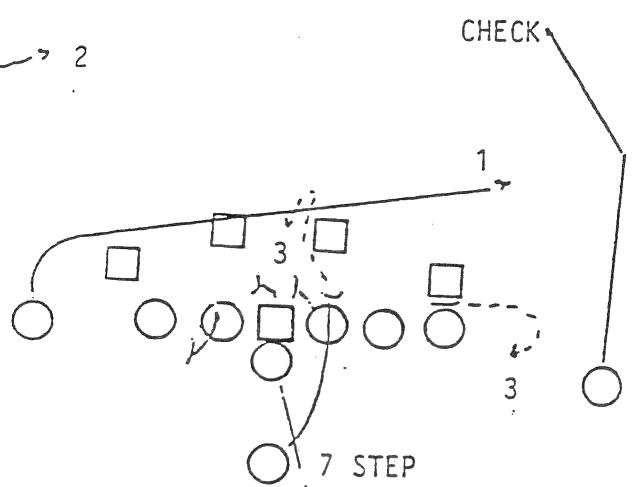


FLEX RT CHARLIE 60 389 (PUMP)/689

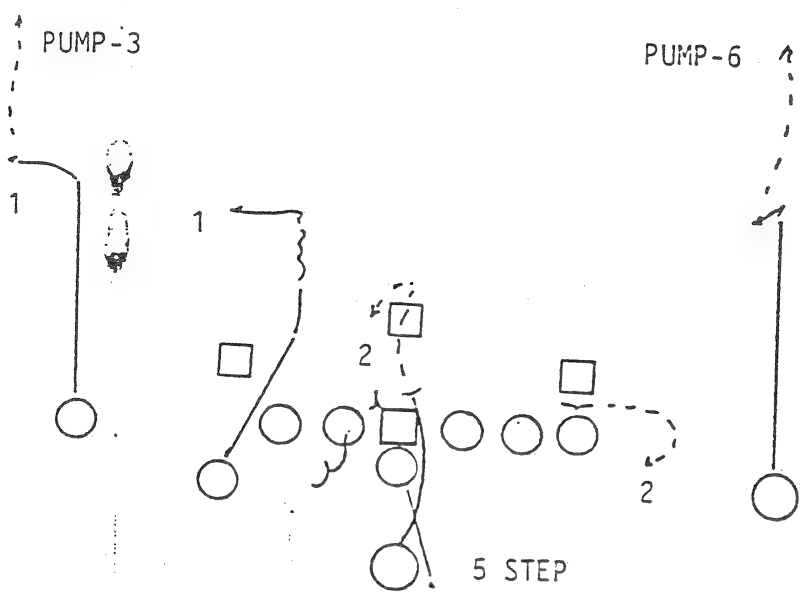
P.S.L. WK SAFETY
ALERT COVER 6 SS KEY



TREY RT CHARLIE 60 989



FLEX RT CHARLIE 60 844



DEUCE RT CHARLIE 60 633 (PUMP)

OTECTION ALERT:

BLITZ:
BLITZ:

SIC COACHING POINTS QB

HARD FAKE, MUST SEE THE DEFENSE. P.S.L. COVER LOOK (SAFETIES).
2(PUMP)/689: WORK SINGLE RECEIVER TO BACK OUTLETS - ALERT 89 COMBINATION BS 6.
3: KEY SS FOR 8 TO BACK OUTLETS-ALERT COVER 6.
1: CHECK 8 DEEP TO 44 COMBINATION. BACKS OUTLETS.
3 (PUMP): WORK 33 COMBINATION TO BACK OUTLETS. SS WK WORK 6 TO BACKS.
PUMP CALL: CORNERS MUST BE OFF.

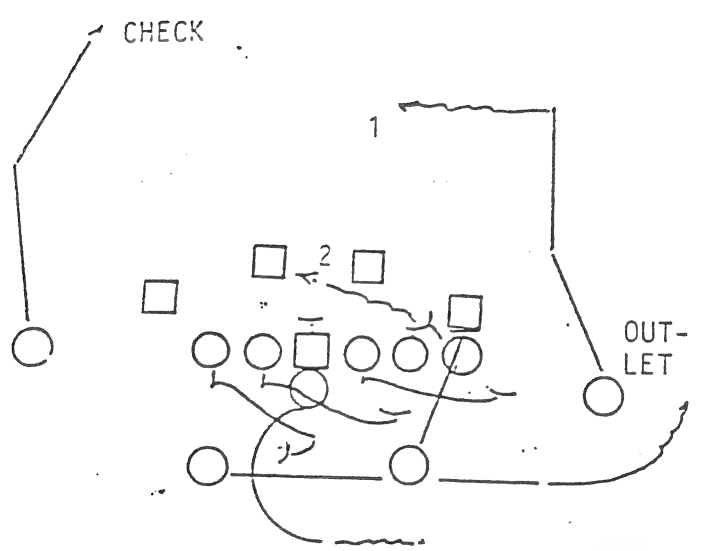
S:

OW ROUTE SPLIT/ADJUSTMENTS

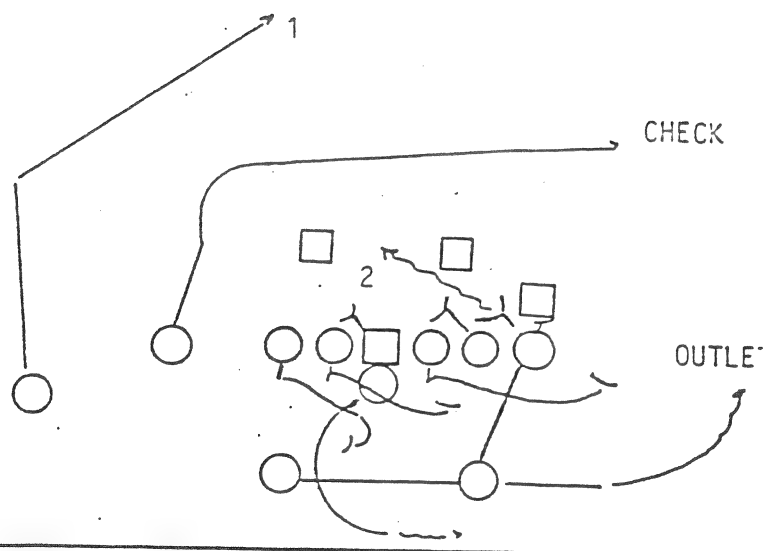
IT 1 FOOT - CHARLIE 60/70 CHECK 12X2

PLAY ACTION ATTACK: PROTECTION FAKE RUN PASS PATTERN SEE BELOW FLARE SEE BELOW P22-

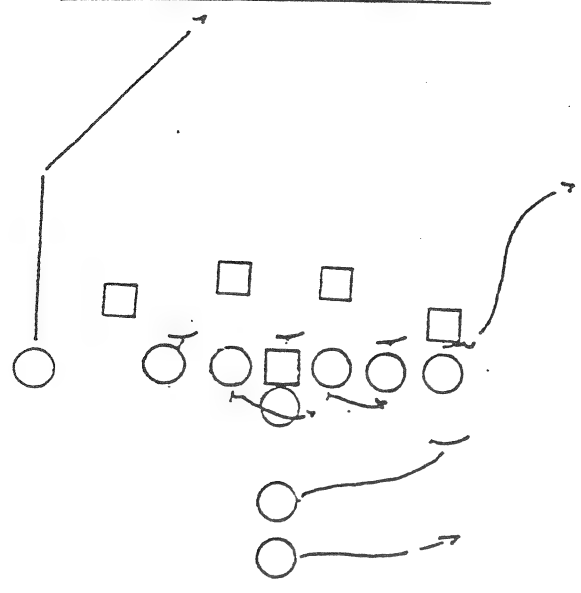
SPLIT RT FAKE 80 G-O 804 SMASH



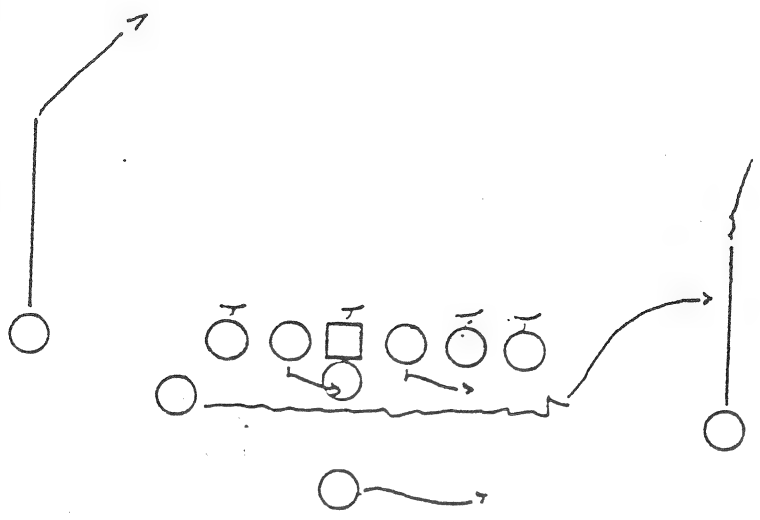
SPLIT RT SLOT FAKE 80 G-O 083 SMASH



I RT SLOT RUN PASS 80 TOSS



JET TREY RT RUN PASS 80 TOSS



PROTECTION ALERT: FAKE G-O - ROLL BEHIND THE TE POSITION 9 YDS DEEP.

BLITZ:
BLITZ:

PASS GAME 1985

PLAY ACTION/ACTION SPECIALS

PASS 60 BELLY TOSS BACK PASS 608

FLASH DOUBLE PASS X-7

FAKE TOSS TRIPLE PASS X-7

X REVERSE PASS

Z REVERSE PASS

GUN NAKED FAKE SWEEP 47 FK "O"

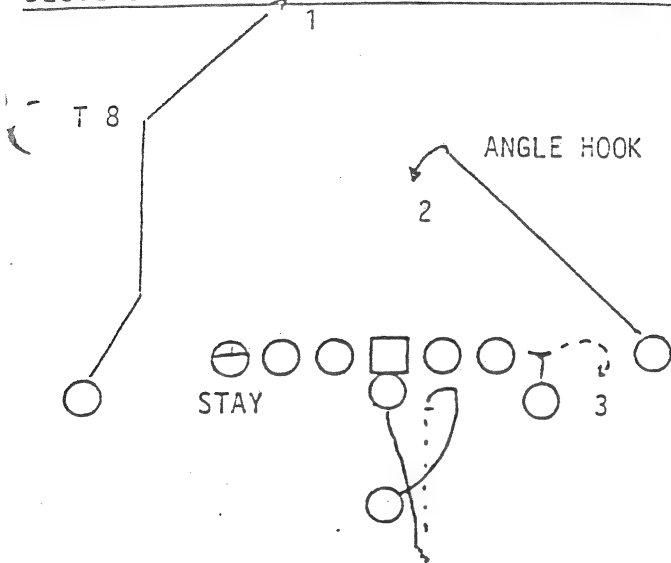
GUN NAKED FAKE G-O 544 F FLAT

GUN FAKE 80 G-O HB PASS TO QB

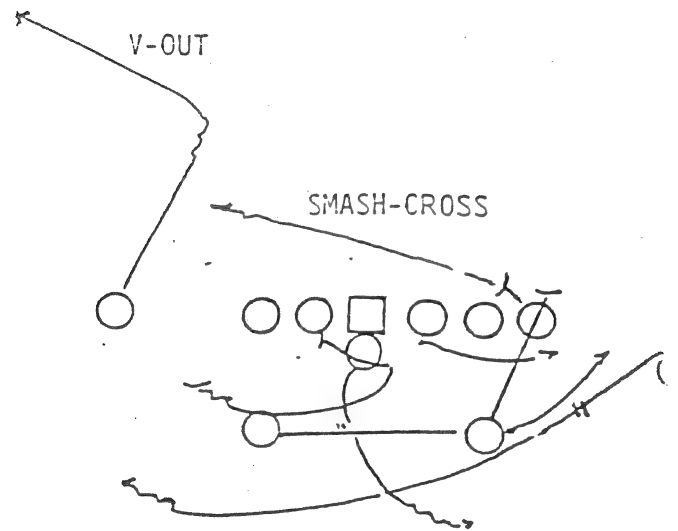
PLAY ACTION/ACTION SPECIALS

AP17

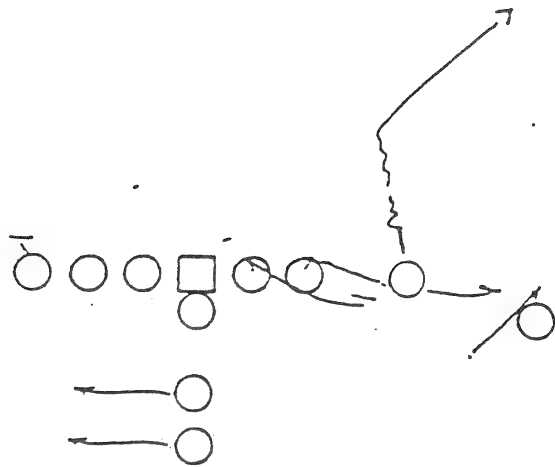
DEUCE LT PASS 60 BELLY TOSS BACK PASS 608



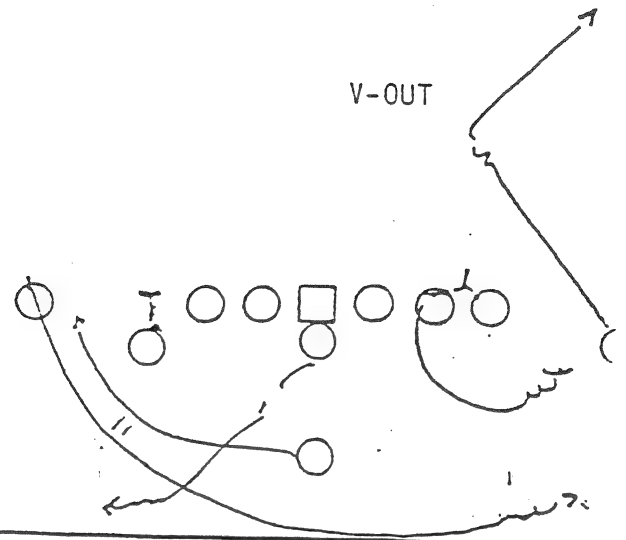
SPLIT RT 80 G-O Z REVERSE PASS LT



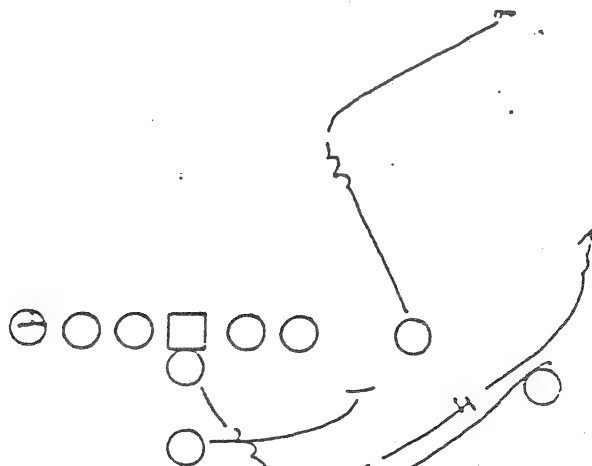
LT SLOT FLASH DOUBLE PASS (X-7) FAKE 90 TOSS



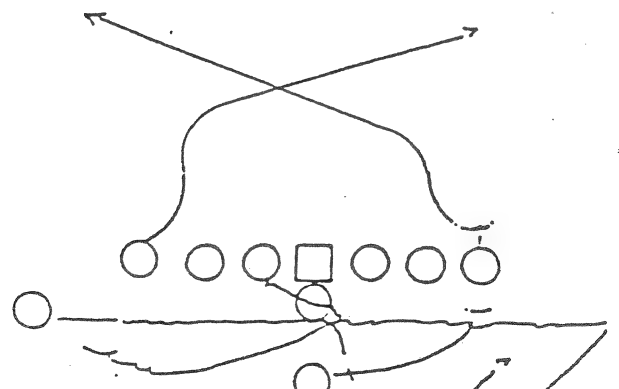
DEUCE RT 90 TOSS X REVERSE PASS RT



I LT SLOT TRIPLE PASS RT FK 80 TOSS



ZOOM I LT SLOT TGT Z REVERSE PASS
X-Y CROSS FK 80 TOSS



SALLY/ROSE

SALLY AND/OR ROSE WILL BE RUN WITH A CHECK LINEBACKER DOG: NO DOG - GO NOW INTO SCREEN BY UNCOVERED GUARD OR CENTER - BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

LINE COACHING POINTS:

ON TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. TRY TO LURE HIM INSIDE GRADUALLY IF HE WORKS UPFIELD STAY WITH HIM.

ON GUARD - UNCOVERED SET ON L.O.S. - CHECK LINEBACKER - NO DOG STEP AND RELEASE IN FRONT OF L.O.S. BLOCK FIRST FORCE.

COVERED - SET - BLOCK MAN OVER YOU - RELEASE BEHIND L.O.S. ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN. YOU ARE RESPONSIBLE FOR SECOND FORCE.

CENTER - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED - TAKE CALL SIDE AWAY FROM MAN OVER YOU - RELEASE ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. IF YOUR OFF GUARD IS UNCOVERED, USE YELLOW/ORANGE TECH. FOR SLANTING NT. YOU ARE SECOND MAN OUT - LEAD UPFIELD - BLOCK FIRST MAN TO SHOW. (IF STAY CALL IS MADE - STAY WITH NT). UNCOVERED - SET ON L.O.S. - CHECK LINEBACKER - NO DOG STEP AND RELEASE IN FRONT OF L.O.S. - BLOCK FIRST FORCE.

OFF GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED SET BLOCK MAN OVER YOU. UNCOVERED - SET FOR YELLOW/ORANGE. USE YELLOW/ORANGE RULES FOR PASS PRO. IF STAY CALL MADE - RELEASE ON SECOND COUNT - LEAD UPFIELD BLOCK FIRST MAN TO SHOW.

OFF TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. STAY WITH HIM UNTIL SCREEN IS THROWN.

DRAG SCREEN

ALL DRAG SCREENS ARE QUICK ONE (1) SECOND SCREENS TO BACKS

LINE COACHING POINTS: NOTE ALL RULES AND TECHNIQUES THE SAME AS QUICK SCREEN EXCEPT FOR ONSIDE GUARD AND TACKLE - AND CLUTTER.

ON TACKLE - QUICK SET AND CUT DEF END AT THE L.O.S. NOTE: 30 ADJUST VS PINCH - YOU RELEASE AND SPRINT FLAT DOWN THE L.O.S. FOR FIRST FORCE

ON GUARD - STEP TO IT. SLAM ONSIDE GAP - RELEASE AND SPRINT FLAT DOWN THE L.O.S. FOR FIRST FORCE - NOTE: 30 ADJUST VS PINCH - STAY - CUT DEF END

CENTER - STEP TO IT - SLAM ONSIDE GAP - RELEASE AND SPRINT INTO SCREEN YOU HAVE SECOND FORCE

OFF GUARD - INSURE PROTECTION - PEEL NOT THERE LEAD

OFF TACKLE - INSURE PROTECTION - THEN HUSTLE TO GET INTO SCREEN

SPRINT SCREEN

SPRINT SCREEN - WILL BE RUN WITH A TWO COUNT DELAY FOR THE ON GUARD AND CENTER (1 THOUSAND 1 - THOUSAND GO). BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

LINE COACHING POINTS:

ON TACKLE - COVERED - TAKE SPRINT SET ON L.O.S. # MAN OVER - RELEASE ON SECOND COUNT - GET ONE YARD UPFIELD - LOOK INSIDE AND BLOCK MDM. UNCOVERED - STEP PLAYSIDE GAP - CHK LBER - TO DE - RELEASE ON SECOND COUNT. REPEAT COVERED RULE.

ON GUARD - UNCOVERED - STEP PLAYSIDE GAP CHK LBER - TO DE - RELEASE ON SECOND COUNT BEHIND L.O.S. BLOCK FIRST FORCE. COVERED - STEP PLAYSIDE GAP # MAN OVER - RELEASE ON SECOND COUNT BEHIND L.O.S. BLOCK FIRST FORCE.

CENTER - COVERED - STEP PLAYSIDE GAP # NT RELEASE ON SECOND COUNT BEHIND L.O.S. LEAD. UPFIELD - BLOCK SECOND FORCE. UNCOVERED - STEP PLAYSIDE GAP - CHK LBER # TO DT - RELEASE ON SECOND COUNT BEHIND L.O.S. LEAD UP FIELD - BLOCK SECOND FORCE.

OFF GUARD - COVERED - STEP PLAYSIDE GAP # MAN OVER - UNCOVERED - STEP PLAYSIDE GAP - ALERT NT SLANT - CHK LBER.

OFF TACKLE - COVERED - STEP PLAYSIDE GAP * MAN OVER YOU - UNCOVERED STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM.

FLASH/LIGHTNING

FLASH AND/OR LIGHTNING ARE THROWN OFF OF PLAY ACTION. THEY WILL BE THROWN WITH A QUICK FAKE AND THROW ACTION TO THE OUTSIDE RECEIVER BEHIND THE L.O.S.
LINE COACHING POINTS:

ON TACKLE - QUICK SLAM - RELEASE INSIDE OR OUTSIDE DEPENDING ON DEF END'S ALIGNMENT. SPRINT FLAT DOWN THE L.O.S. TO BLOCK FIRST OUTSIDE FORCE.

ON GUARD - STEP TO IT. CHECK YOUR MAN NOT THERE. SLAM ONSIDE GAP. RELEASE AND SPRINT INTO SCREEN. YOU HAVE SECOND FORCE MAN OR SEAL INSIDE AND LEAD.

CENTER - STEP TO IT. SLAM GAP - RELEASE AND SPRINT INTO SCREEN.

OFFSIDE GUARD - INSURE PROTECTION - PEEL - NOT THERE, LEAD.

OFFSIDE TACKLE - INSURE PROTECTION, THEN HUSTLE TO GET INTO SCREEN.

PASS GAME 1985SALLY/ROSE

66

3"2"6 (9"2"6"

8"0"6

633 (639)

LO HI 9 CORNER/X DELAY CORNER
--SCREENS

SCREEN WK HB/FB 969

SCREEN ST FB/TB 969

CROSS SCREEN FB 969

LO HI 9 CORNER SCREEN WK FB

LO HI 7 ARROW SCREEN ST Y

CHARLIE 40/50 LEAD SCREEN WK FB 969

CHARLIE 50/40 WHAM SCREEN ST HB 969

CHARLIE 60/70 SCREEN WK/ST FB/HB 969

FAKE 80/90 G-0 SCREEN WK Y

SCREEN MIDDLE FB 959

FAKE 20 PAINT SCREEN MIDDLE FB/TB 959

FAKE 20/30 PAINT DRAG WK HB/TB

FLASH (LIGHTNING)

X

Z

F

SALLY/ROSE - SCREENS BY FORMATIONREGULAR 2 BACK SET

LO (HI) 9 CORNER/X DELAY CORNER

SCREENS WK

SCREEN HB (FB) 969

CROSS SCREEN FB 969

LO (HI) 9 CORNER SCREEN FB

CHARLIE 40(50) LEAD SCREEN FB 969

FAKE 80(90) G-O SCREEN Y

FAKE 20(30) PAINT DRAG HB

LITE/FLASH X FAKE TOSS/TRAP

SCREENS ST

SCREEN FB/TB 969

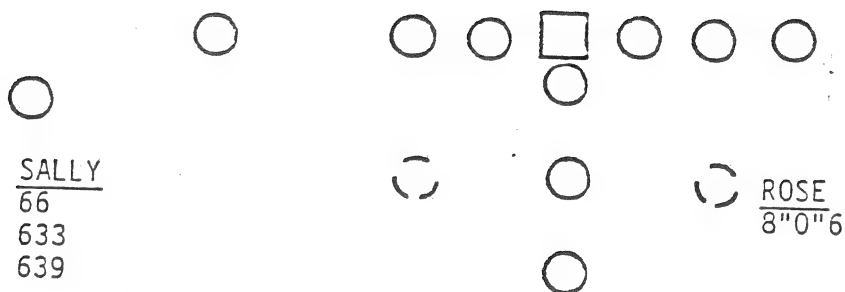
LO (HI) 6 (ARROW) SCREEN Y

CHARLIE 50(40) WHAM. SCREEN HB 96

SCREEN MIDDLE FB 959

FAKE 20(30) PAINT SCREEN MIDDLE

FB/TB 959

SLOT 2 BACK SETSCREEN WK

SCREEN HB (FB) 969

CROSS SCREEN FB 969

FAKE 80(90) G-O SCREEN Y

LITE/FLASH Z FAKE TOSS/TRAP

Z SPOT FAKE TOSS

SCREEN ST

CROSS SCREEN FB 969

SCREEN FB/TB 969

DEUCE/DOUBLE
(CWM)



SALLY (JET/ST K/SHIFT)

626
3"2"6
9"2"6
LO (HI) 9 CORNER/X DELAY CORNER

ROSE

66 (DIG)
633 (DIG)
639 (DIG)

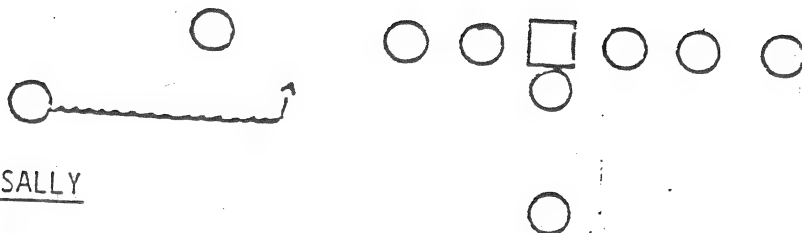
SCREENS WK

LO (HI) 9 CORNER SCREEN FB
SCREEN HB 969
CHARLIE 60 SCREEN LT FB 969
LITE X FAKE 60 (70) BELLY

SCREENS ST

SCREEN FB 969
SCREEN MIDDLE FB 959
CHARLIE 70 SCREEN RT FB 969

WHIP/DART



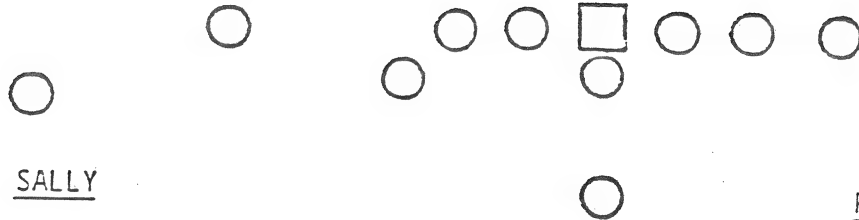
SALLY

DIG 66
DIG 633
DIG 639
LO (HI) X DELAY CORNER/9 CORNER

SCREENS

LO (HI) 9 CORNER SCREEN FB
LO (HI) 7 ARROW SCREEN Y

ACE/SINGLE



SALLY

66
633
639

ROSE

8"0"6

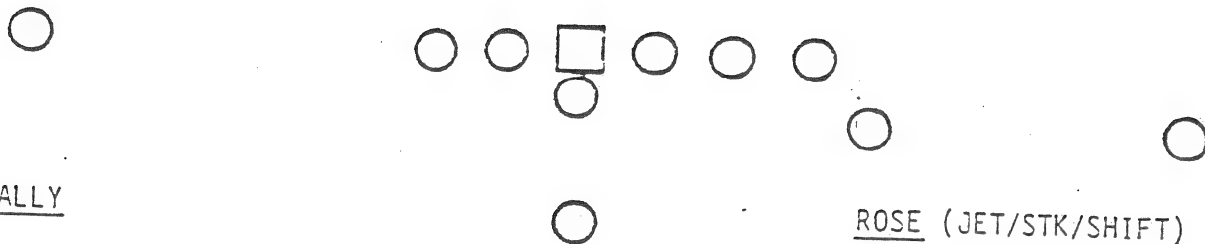
SCREEN WK

SCREEN WB 969
Z SPOT FAKE 60 (70) BELLY

SCREEN ST

SCREEN FB 969
CHARLIE 70 SCREEN RT FB 969

TREY/TRIPS



SALLY

626
3"2"6
9"2"6
8"0"6

ROSE (JET/STK/SHIFT)

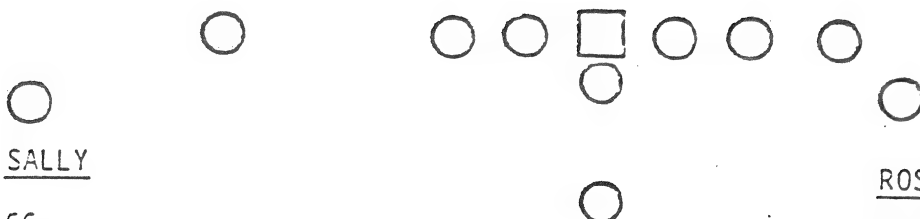
66
633
639

SCREEN WK

SCREEN HB 969
FAKE 80 (90) G-0 SCREEN Y
LITE/FLASH X FAKE TOSS/TRAP

SCREEN ST

SCREEN FB 969
CHARLIE 60 SCREEN LT HB 969
Z SPOT BLUNT 50 (40)

TWINS/FLANKSALLY

66
633
639

ROSE

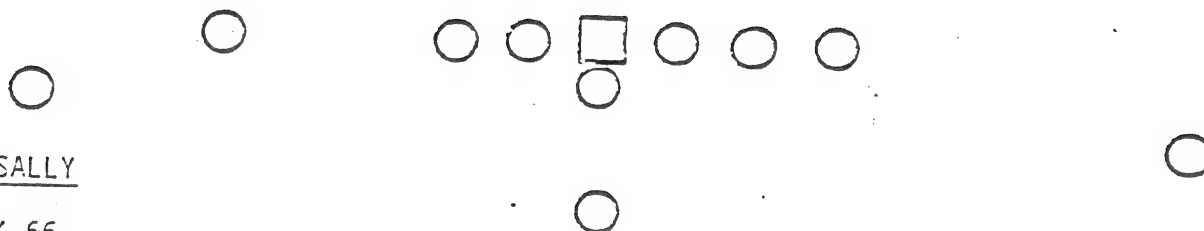
8"0"6

SCREEN WK

SCREEN HB 969
FAKE 80(90) G-O SCREEN
LITE/FLASH Z FAKE TOSS/TRAP
Z SPOT FAKE TOSS

SCREEN ST

SCREEN FB 969

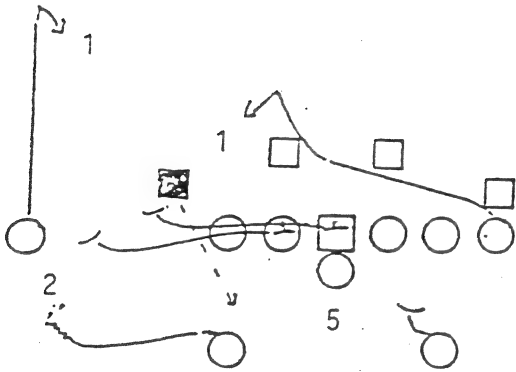
TWINS OPEN/FLEXSALLY

K 66
K 633
K 639

SCREEN WK

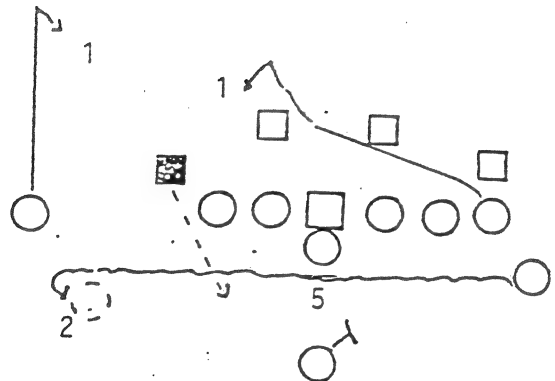
SCREEN HB K 969
CHARLIE 60 SCREEN LT HB 969
LITE/FLASH Z FAKE TOSS/TRAP
FLASH/LITE F
Z SPOT FAKE TOSS

626



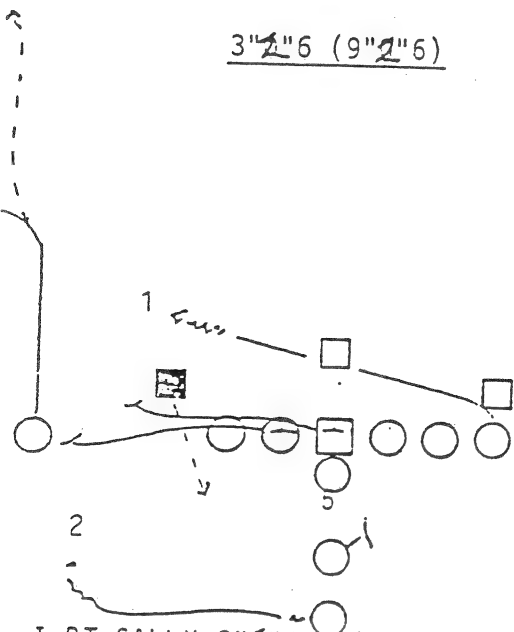
SPLIT RT SALLY 626

626



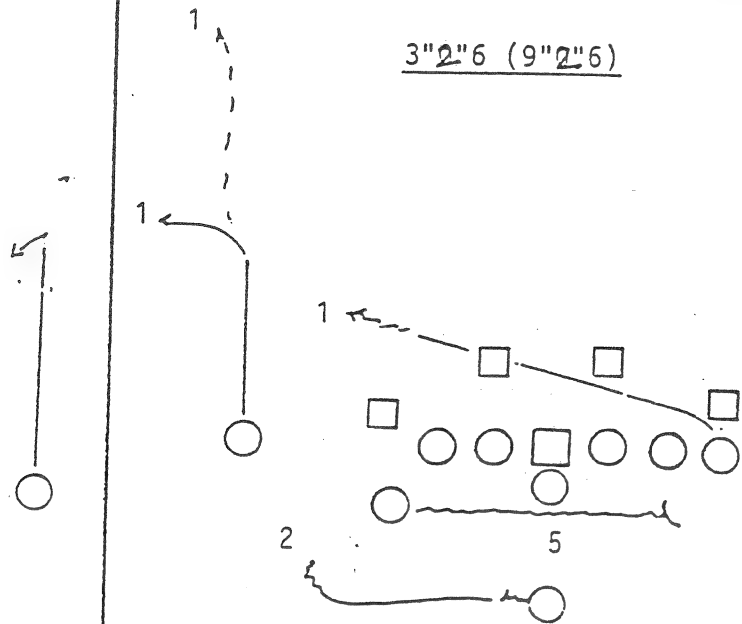
JET (SHIFT) DBL RT SALLY 626

3"1"6 (9"2"6)



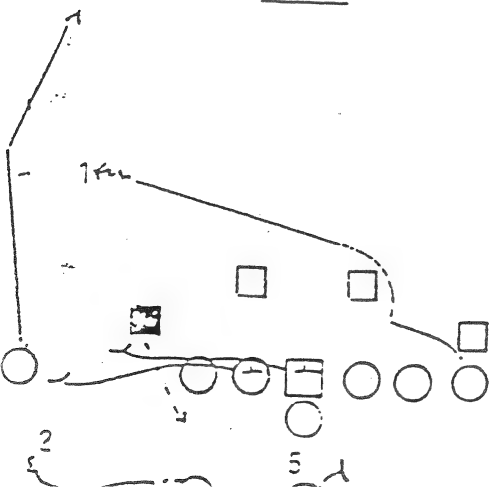
T RT SALLY 3"1"6 (9"2"6)

3"2"6 (9"2"6)

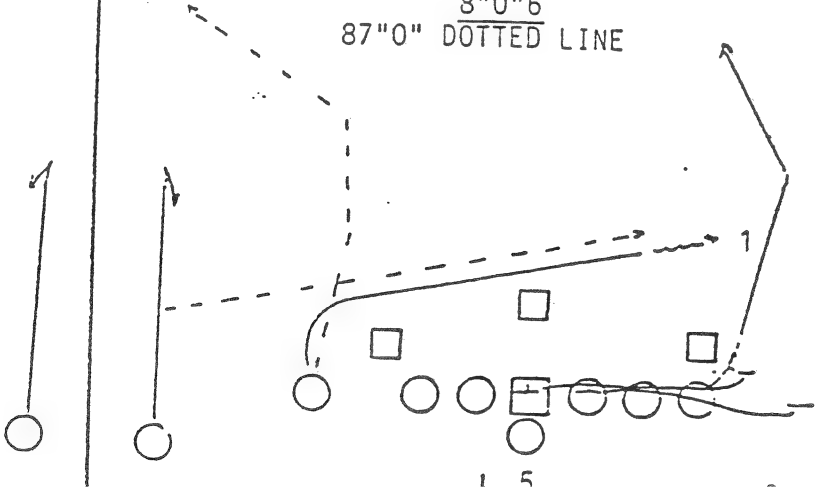


JET TREY RT SALLY 3"2"6 (9"2"6)

8"0"6



8"0"6
87"0" DOTTED LINE

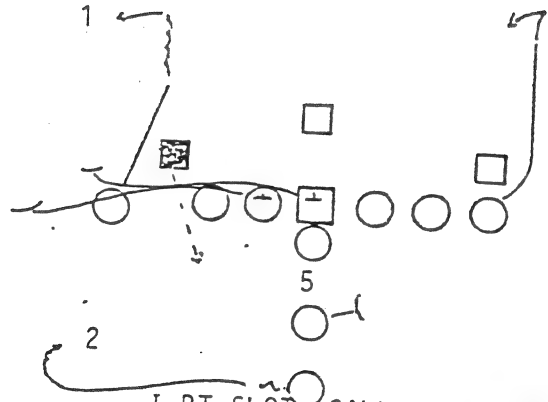
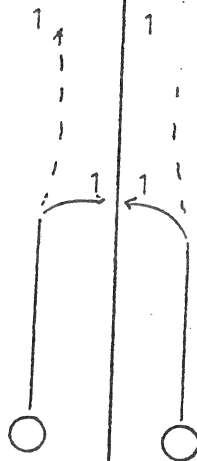
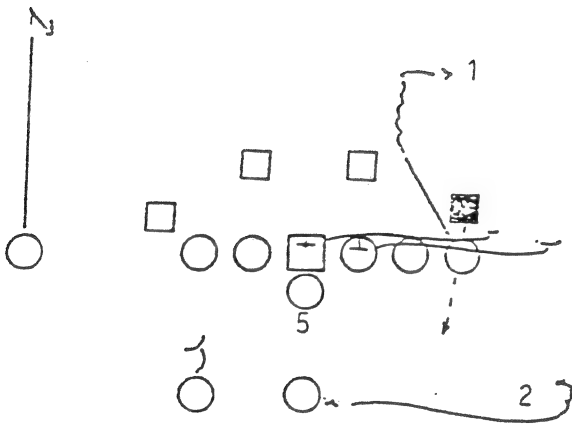


SALLY ROSE

22 83

633 (639)

633 (639)

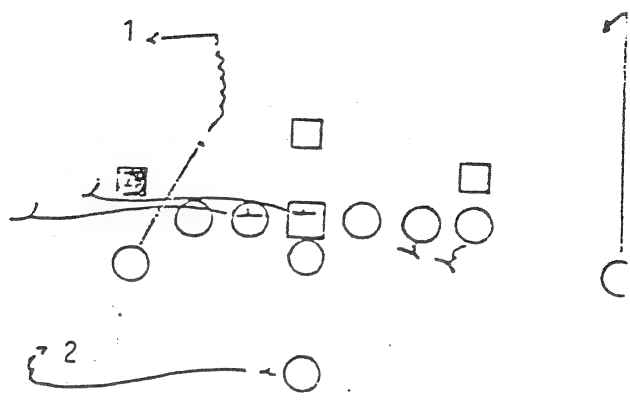
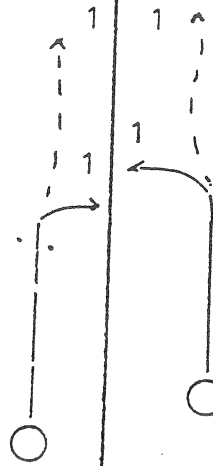
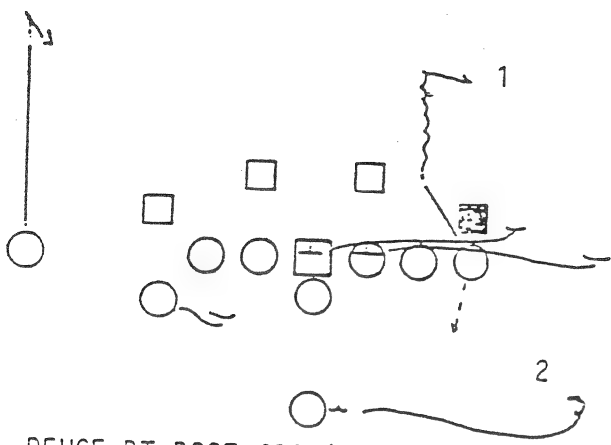


FAR RT ROSE 633 (639)

I RT SLOT SALLY 633 (639)

633 (639)

DIG 633 (639)

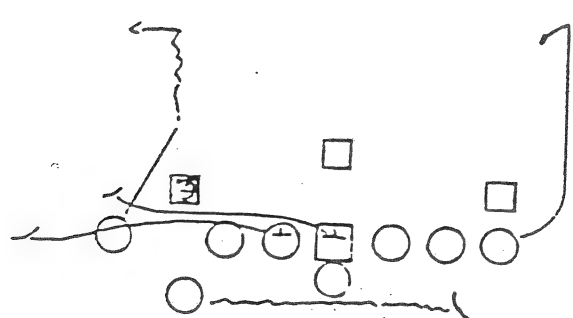
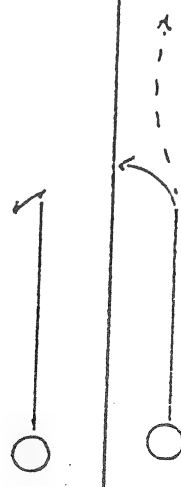
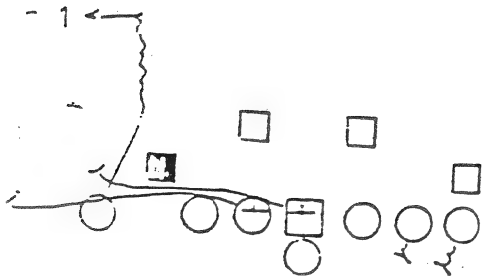


DEUCE RT ROSE 633 (639)

DEUCE RT DIG SALLY 633 (639)

633 (639)

633 (639)

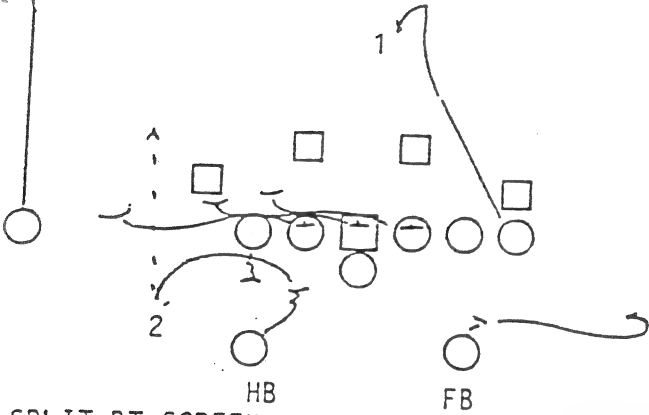


3 COUNT SCREEN

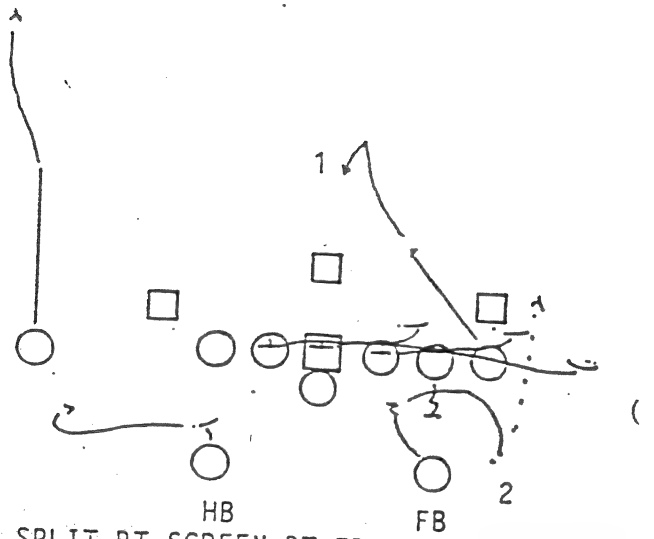
Sc 41

SCREEN WK HB

SCREEN ST FB



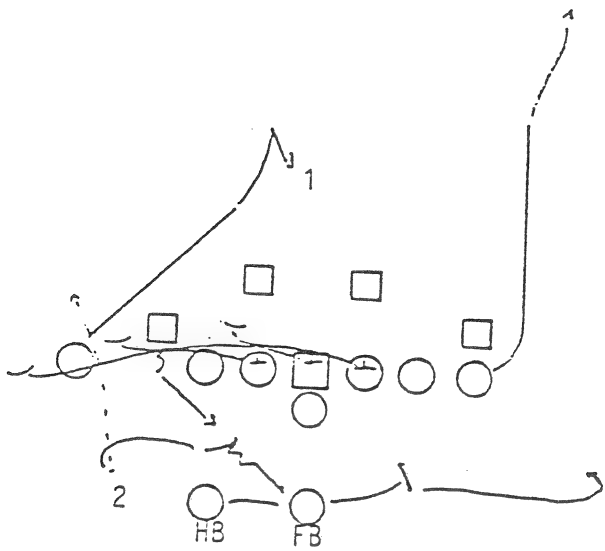
SPLIT RT SCREEN LT HB 969



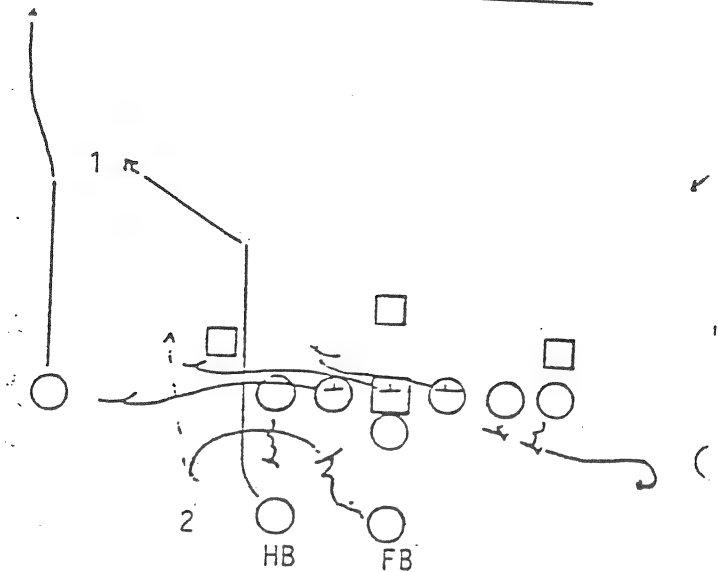
SPLIT RT SCREEN RT FB 969

CROSS SCREEN WK FB

LO (HI) 9 CORNER SCREEN WK FB



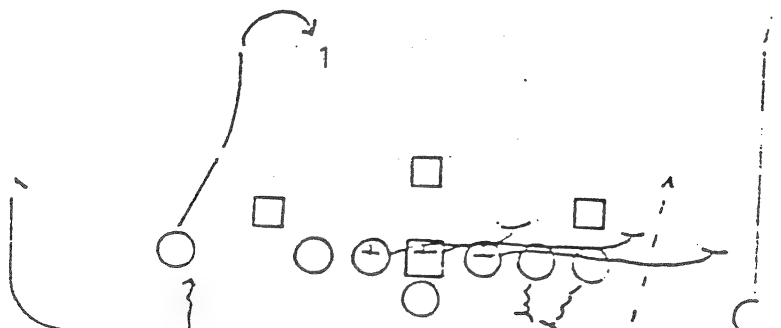
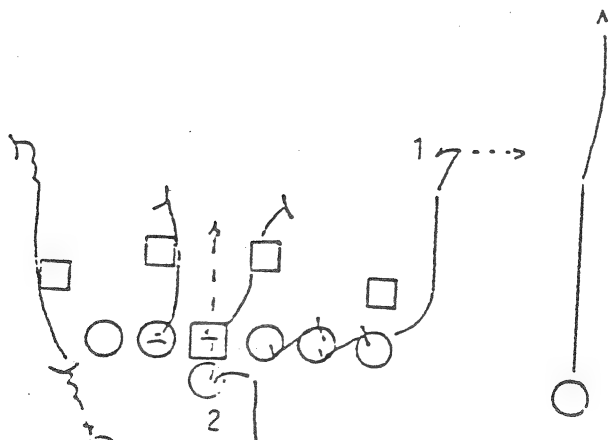
FAR RT SLOT CROSS SCREEN LT FB 969



FAR RT LO (CORNER SCREEN LT FB

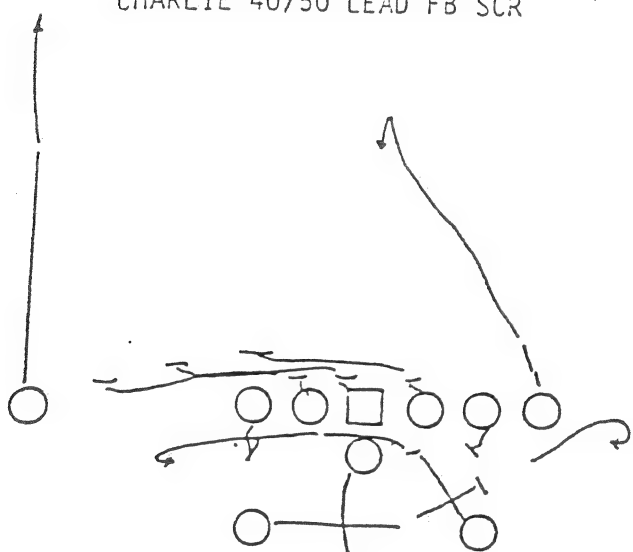
SCREEN MIDDLE

LO HI 7 ARROW SCREEN Y



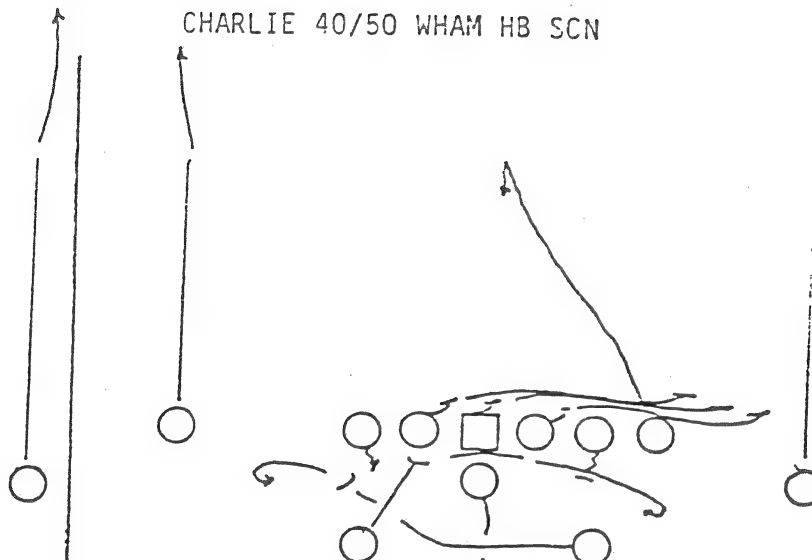
SCREENS - DRAG

CHARLIE 40/50 LEAD FB SCR



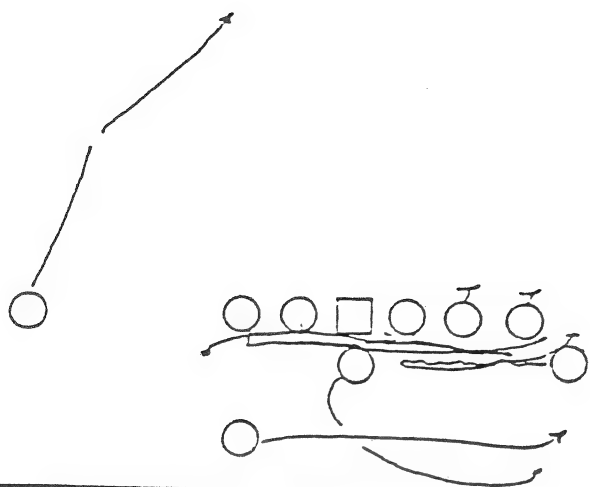
SPLIT RT CH 40 LEAD SCN LT - FB.969.

CHARLIE 40/50 WHAM HB SCN

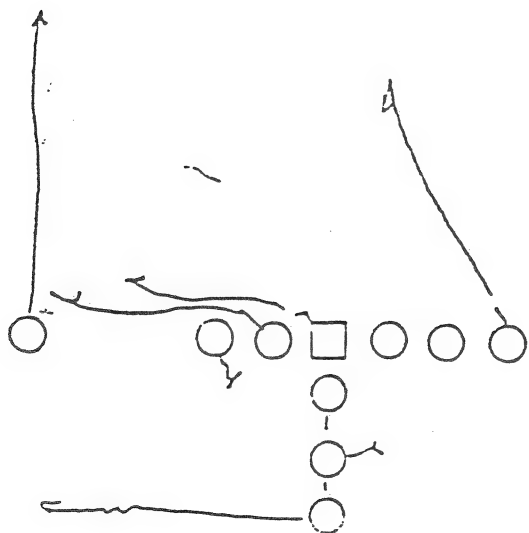
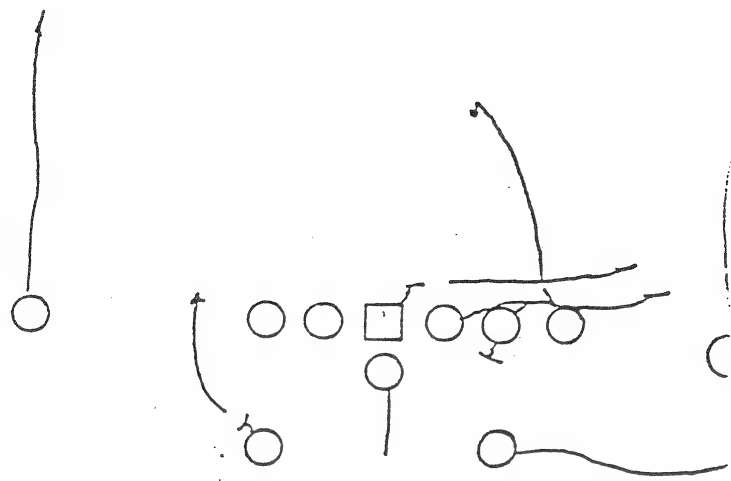


SPLIT RT CH 50 WHAM SCN RT - HB.969

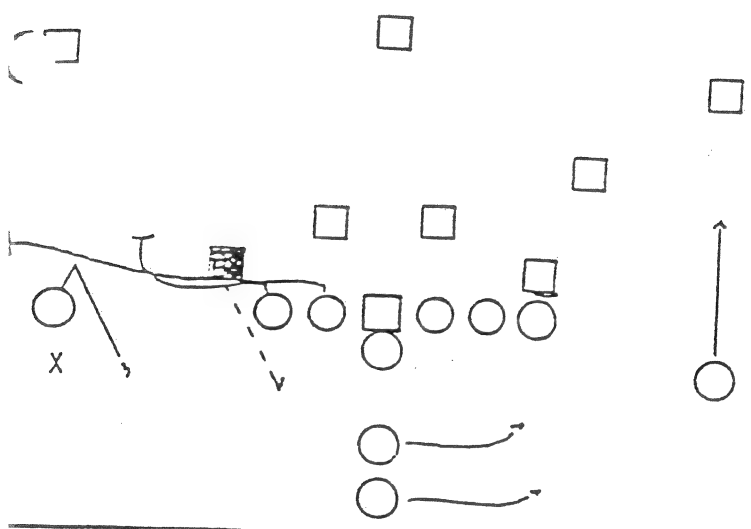
TRIPS RT FK JET FK 80 LOG OH SCN LT - F



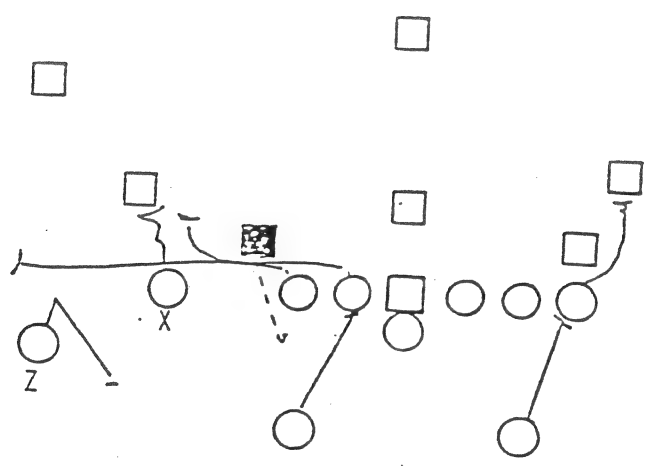
SPLIT RT DRAG RT - FB



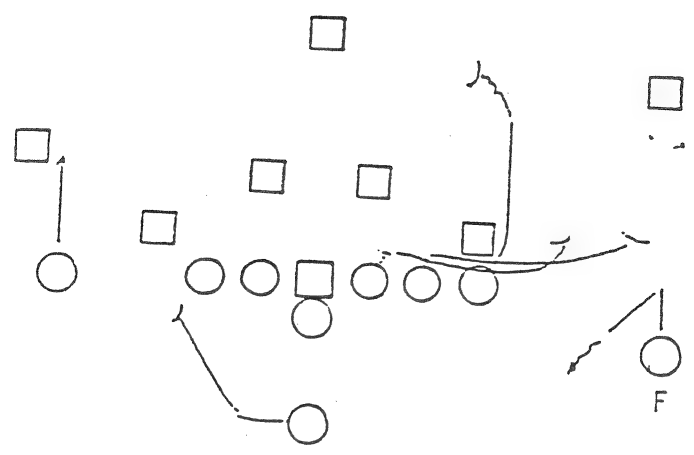
I RT FAKE 80 TOSS LITE X



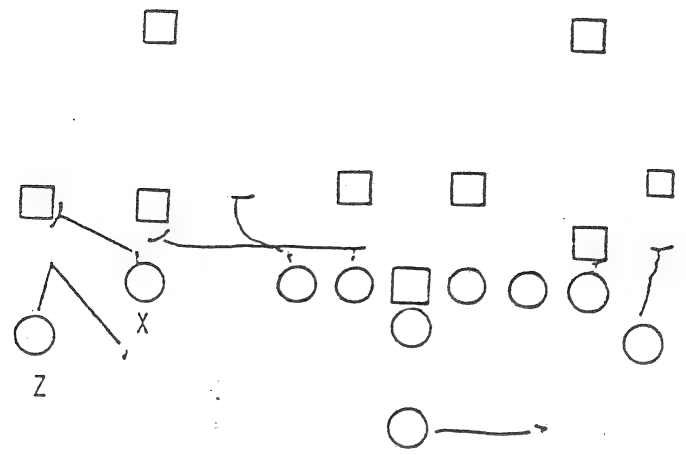
SPLIT RT SLOT FAKE "O" TRAP LITE Z



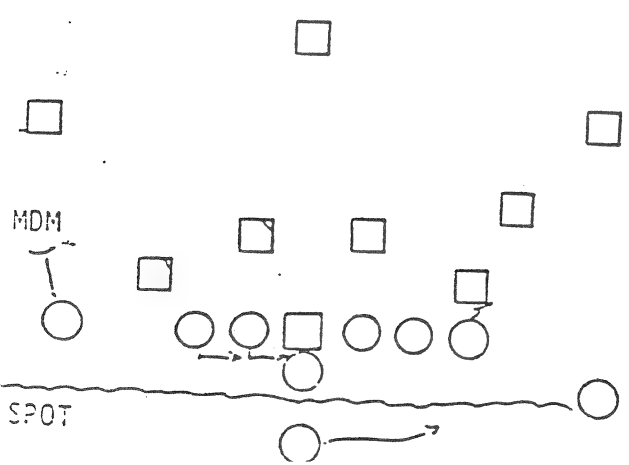
FLEX RT FAKE 70 BELLY FLASH F



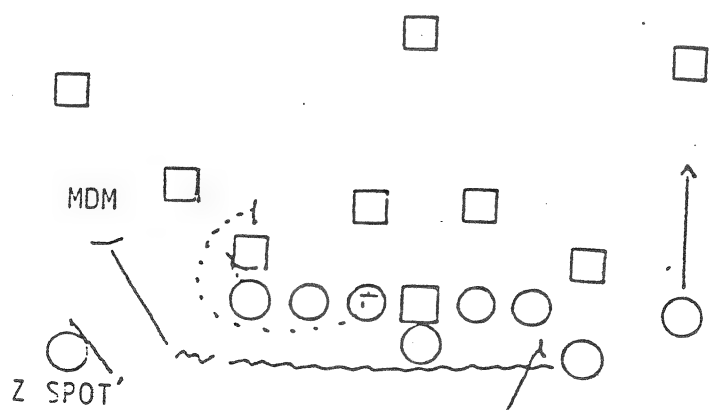
TWINS RT FAKE 80 TOSS LITE Z



ZOOM I RT SLOT FAKE 80 TOSS Z SPOT



JET TREY LT FK 60 BELLY Z SPOT



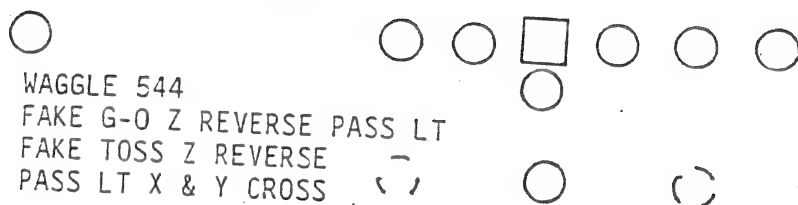
PASS GAME 1985ACTION

WAGGLE	544/SLOT 495 FLAT/SLOT 47 FK "0"/415 UP
NAKED FAKE TOSS	544/SLOT 495/SLOT 47 FK "0"/415
NAKED G-O	544/SLOT 495/SLOT 47 FK "0"/415
DASH	866/839/872 FK DELAY/428 WIDE
SPRINT	466, 465

ACTION/SPECIALS BY FORMATION

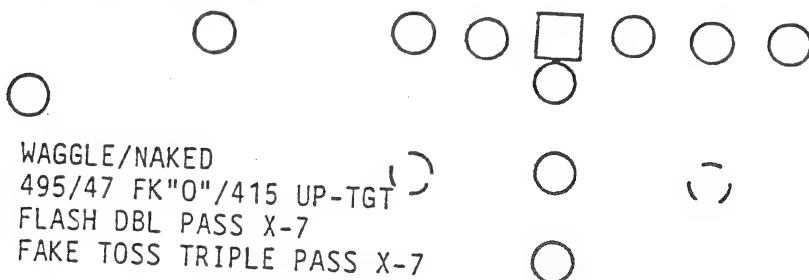
A P 10

REGULAR 2 BACK SET



WAGGLE 544
FAKE G-O Z REVERSE PASS LT
FAKE TOSS Z REVERSE
PASS LT X & Y CROSS

SLOT 2 BACK SET



WAGGLE/NAKED
495/47 FK "O"/415 UP-TGT
FLASH DBL PASS X-7
FAKE TOSS TRIPLE PASS X-7

DEUCE/DOUBLE



DIG WAGGLE/NAKED 544 (H FLAT).
DIG DASH 866/839/872 FK DELAY
BLUNT 50(40) SOLID TOSS BK PASS
608
WHIP/DART

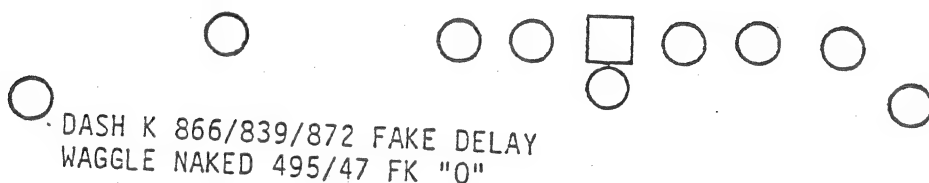
WAGGLE/NAKED 544
DASH 866/839/872 FK DELAY
FAKE TOSS X REVERSE PASS RT



DIG DASH 866/839/872 FK DELAY

WAGGLE/NAKED 544

TWINS/FLANK



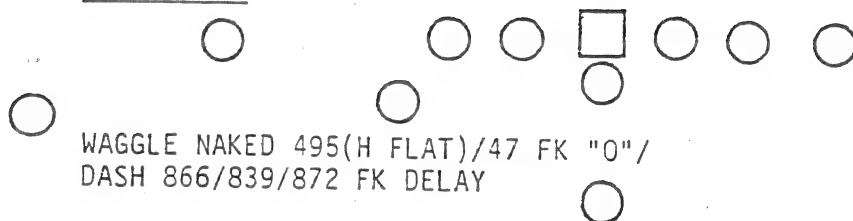
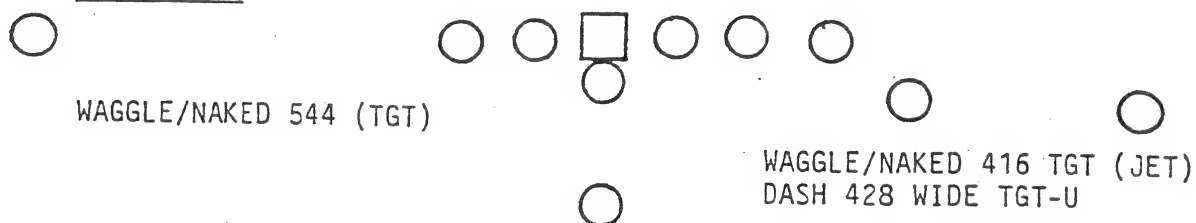
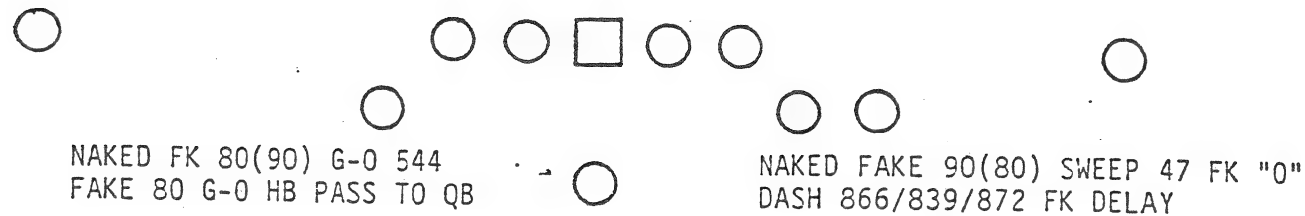
DASH K 866/839/872 FAKE DELAY
WAGGLE NAKED 495/47 FK "O"

FLEX/TWINS OPEN



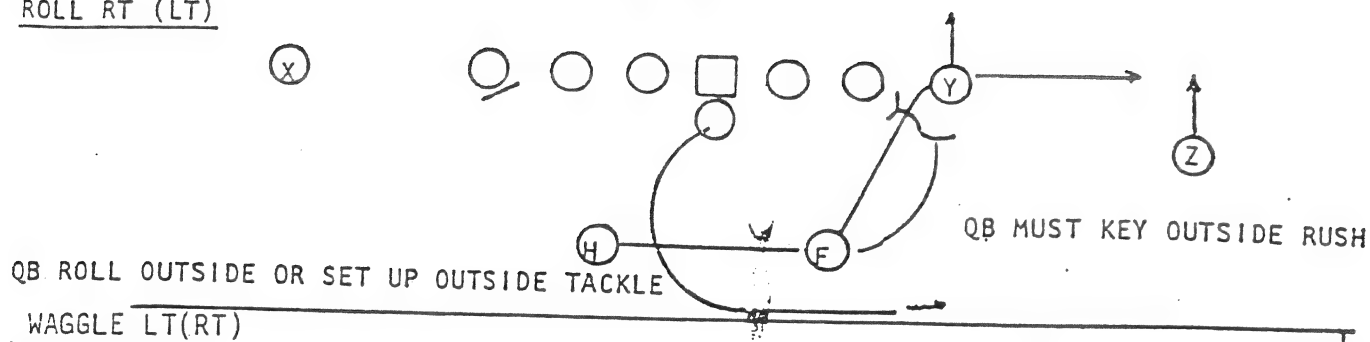
DASH K 866/839/872 FK DELAY

WAGGLE NAKED 495/47 FK "O"

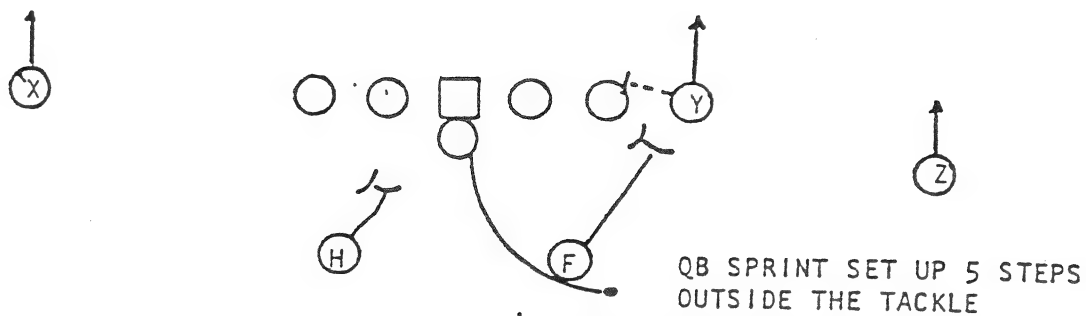
ACTION/SPECIALS -2ACE/SINGLETREY/TRIPSGUN FORMATIONS

ACTION PASS

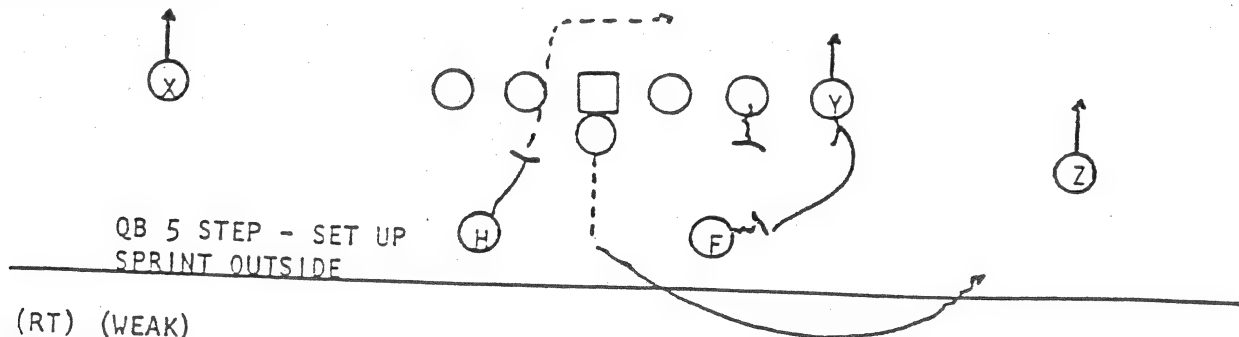
ROLL RT (LT)



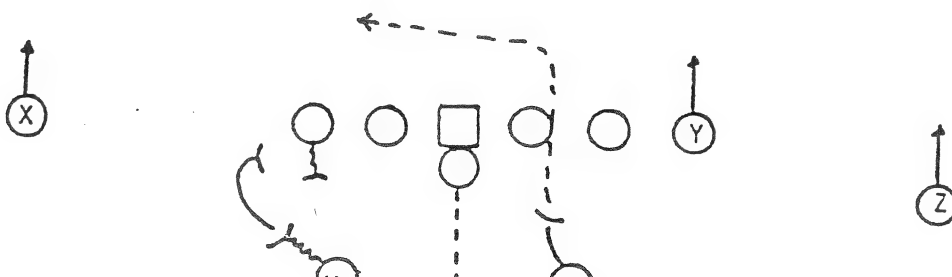
SPRINT RT (LT)



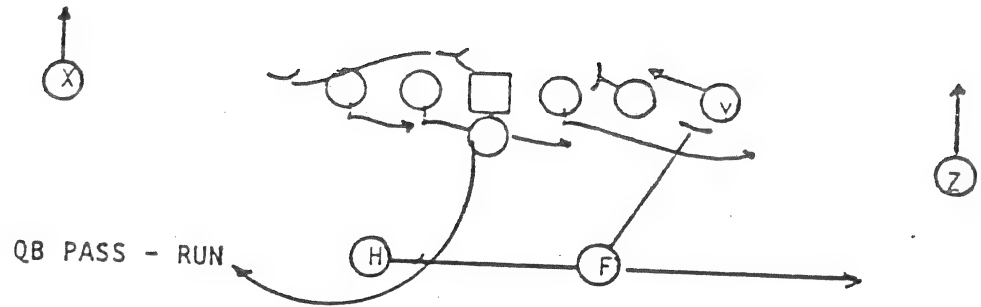
DASH RT (LT) (STRONG)



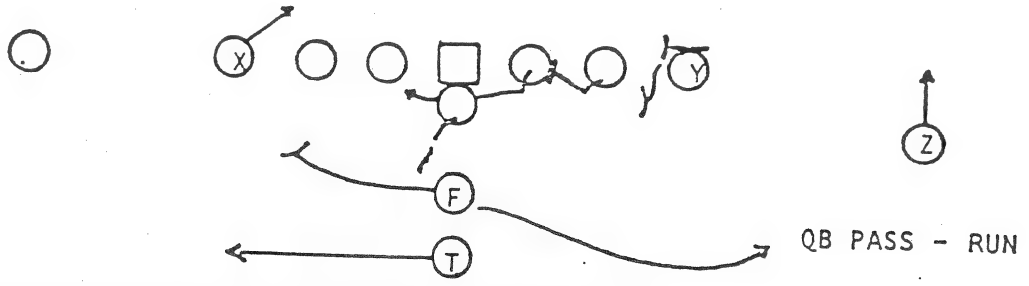
DASH LT (RT) (WEAK)



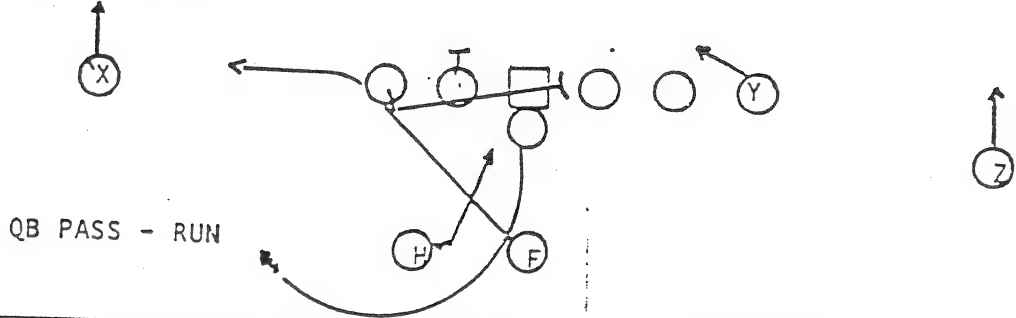
NAKED 80 (90) G-0



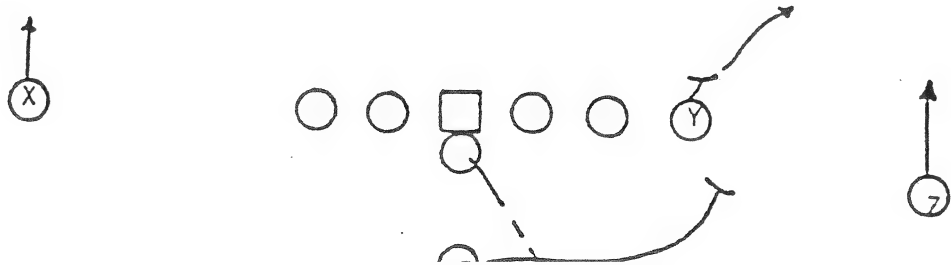
NAKED 90 (80) TOSS



NAKED 0 (1) TACKLE TRAP



RUN PASS 80 TOSS



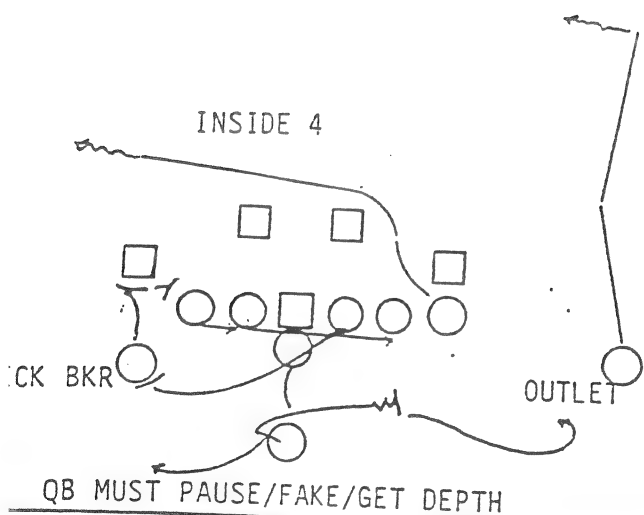
CTION ATTACK: PROTECTION WAGGLE

PATTERN SEE BELOW FLARE SEE BELOW

DEUCE RT WAGGLE LT 544

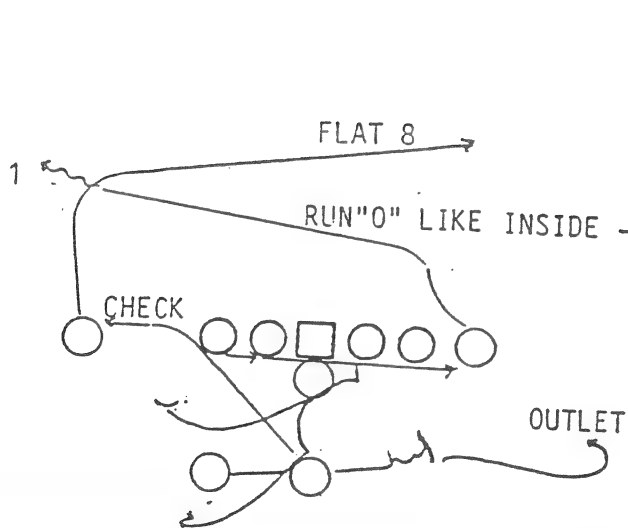
FAR RT SLOT WAGGLE LT "O"85 FLAT

INSIDE 4



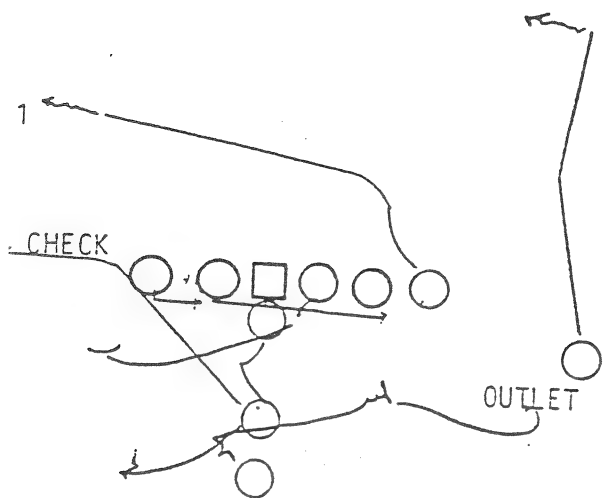
FLAT 8

RUN "O" LIKE INSIDE -4



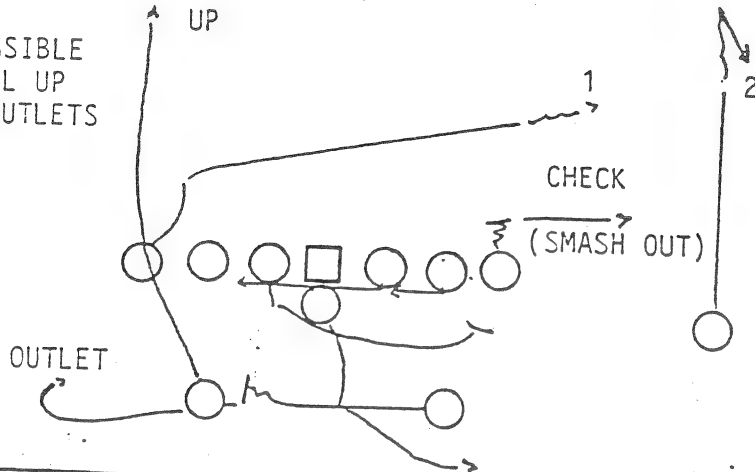
I RT WAGGLE LT 544 FLAT

SPLIT LT SLOT 2 TGT WAGGLE RT 415 UP



POSSIBLE
CALL UP
1-OUTLETS

UP



CTION ALERT: BASICALLY 30 PLAY. QB MUST P.S.L. RUSH LOOK.

ITZ:

ITZ:

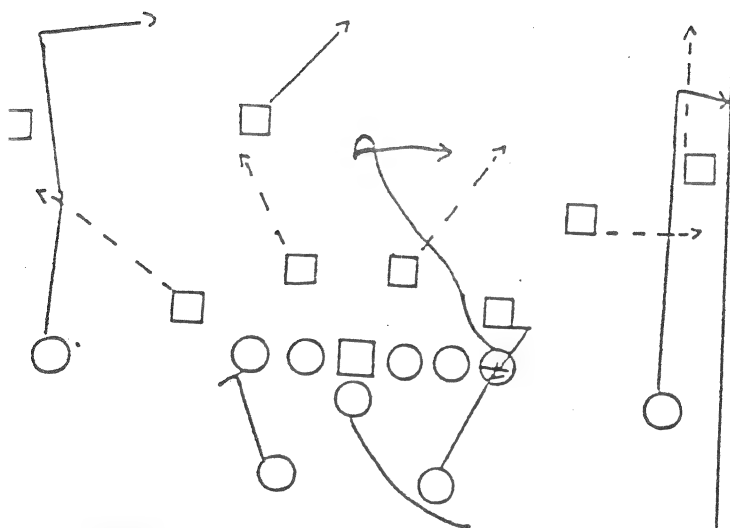
COACHING POINTS QB

AND SELL THE FAKE. WHEN FLAT (SMASH OUT) CALLED MUST CHECK 1ST.
INSIDE 4 OR "O" TO LATE 5 OR OUTLET TO BACK.

TE IS LATE. MUST PUSH DEEP. RELEASE OUTSIDE CLOUD/BUMP.

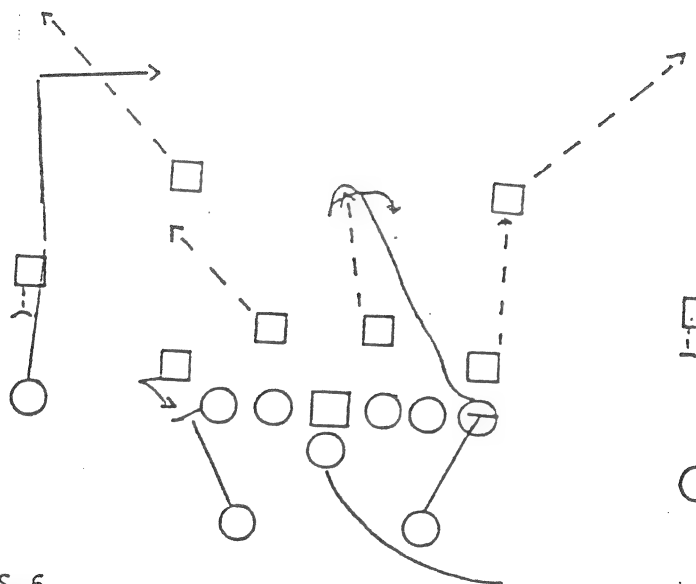
2-2 1/2 YDS, RELEASE INSIDE. RUN INSIDE 4 AND "O" SAME SAY.
12 YDS FAR SIDE. LULL ZONE. SMASH OUT CALL: GET INTO LBKR.

SPLIT RT SPRINT RT 465



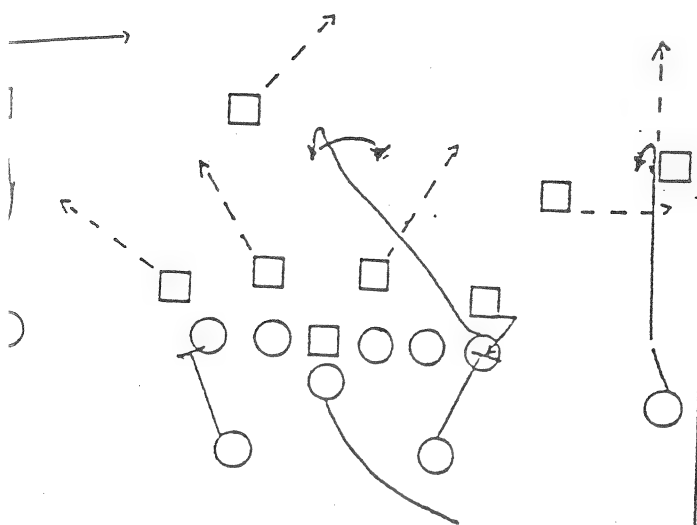
VS 2S

SPLIT RT SPRINT RT 465



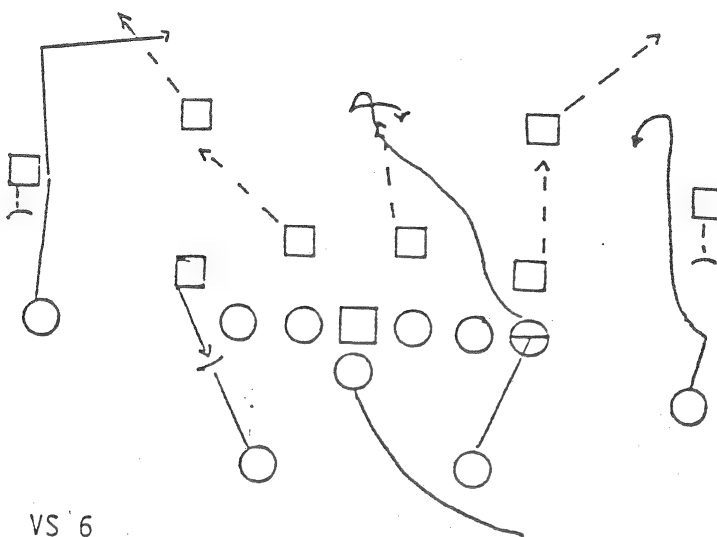
VS 6

SPLIT RT SPRINT RT 466



VS 2S

SPLIT RT SPRINT RT 466



VS 6

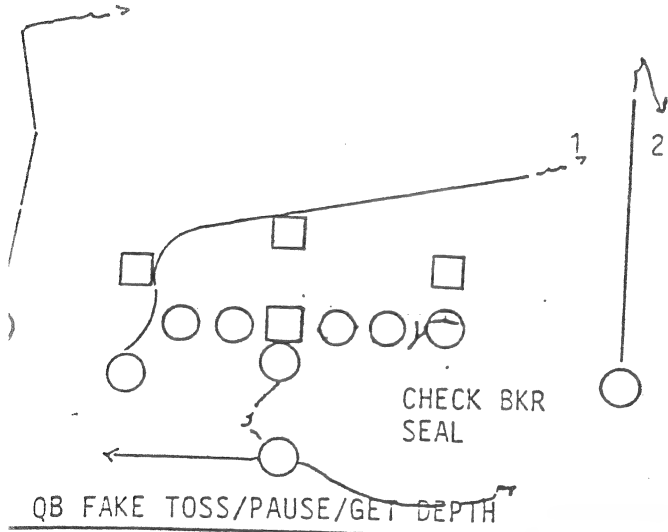
PROTECTION ALERT
SS BLITZ
WK BLITZ

BASIC COACHING POINTS QB

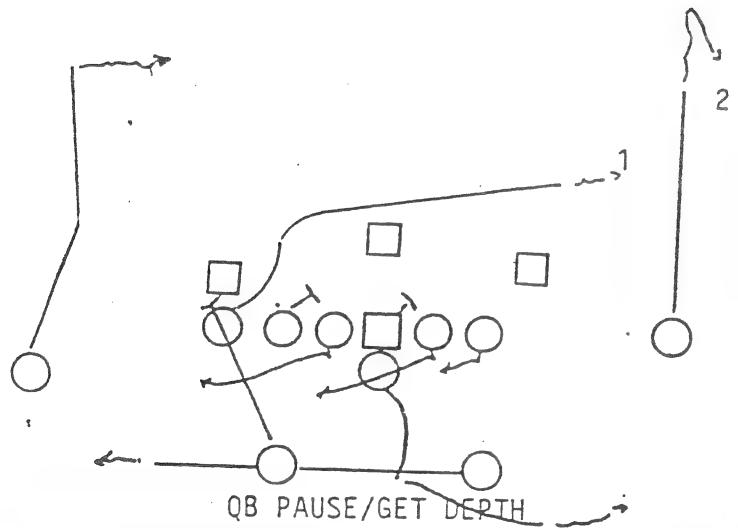
- X: BASIC 4 ROUTE. SPLIT OUTSIDE THE #.
- Y: INSIDE 6 ROUTE 10-12 YDS DEEP. RELEASE INSIDE SLB.
- Z: 5 ROUTE 14-15 YDS DEEP. VS CLOUD/BUMP RELEASE OUTSIDE.
- Z: 6 ROUTE 14-15 YDS DEEP. VS CLOUD RELEASE INSIDE. VS BUMP - BEST RELEASE.
- WB: BLOCK WLB
- SB: BLOCK SLB

ATTACK: PROTECTION NAKED PATTERN SEE BELOW FLARE SEE BELOW

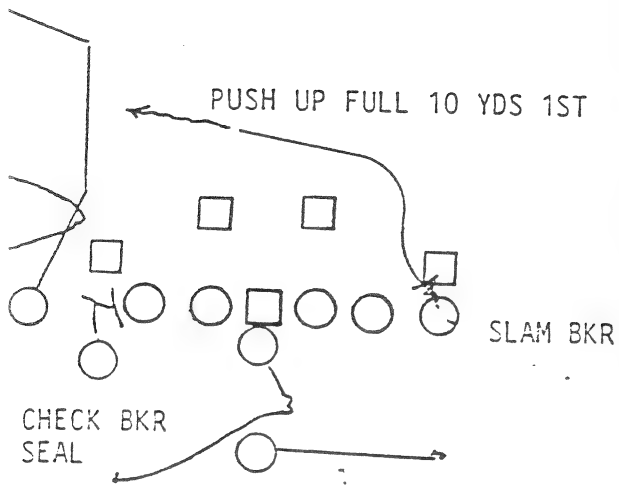
DUCE RT NAKED RT FK 90 TOSS 544



SPLIT LT NAKED RT FK 90 G-O 544



RT NAKED LT FK 80 TOSS 47 FK "O"



PROTECTION ALERT: 30/43 PLAY. QB MUST P.S.L. RUSH LOOK.

BLITZ:

BLITZ:

COACHING POINTS QB

THEN PAUSE, SPRINT WITH DEPTH. FIND PRIMARY RECEIVER 1ST.

ROUTE PATTERN CALL.

T 2 YDS. RELEASE INSIDE. RUN BASIC INSIDE 4 ROUTE.

S

AKE PLAY CALLED

E ACE HB

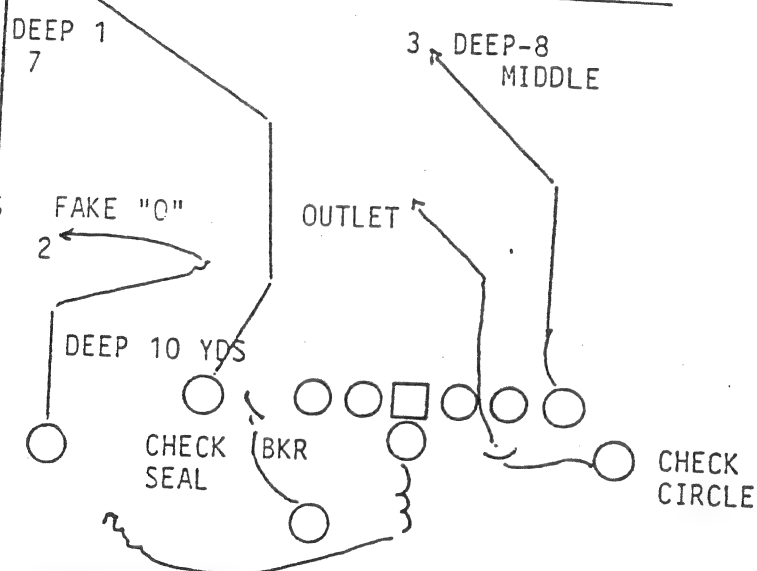
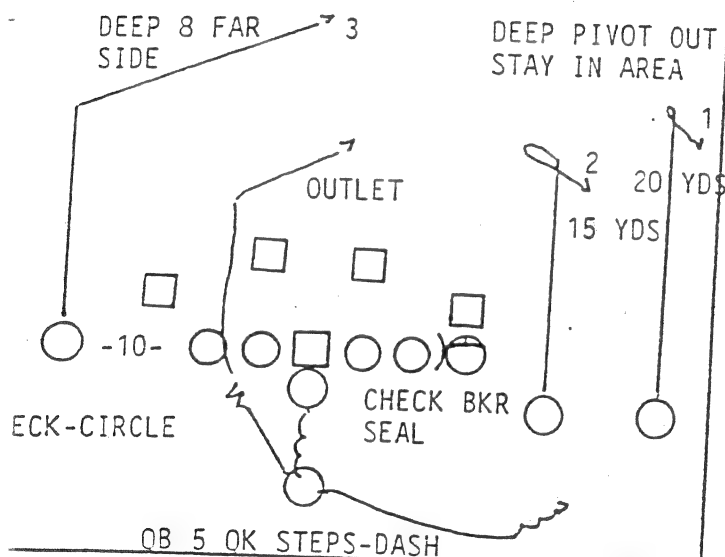
ACTION ATTACK: PROTECTION DASH

PATTERN SEE BELOW FLARE SEE BELOW

AP 14.

TREY RT DASH RT 866

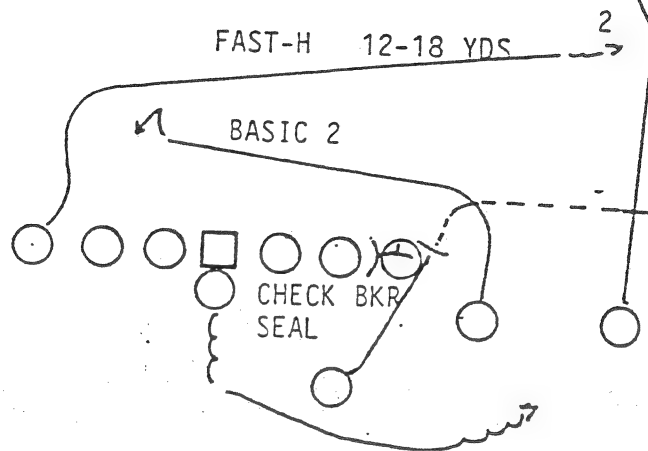
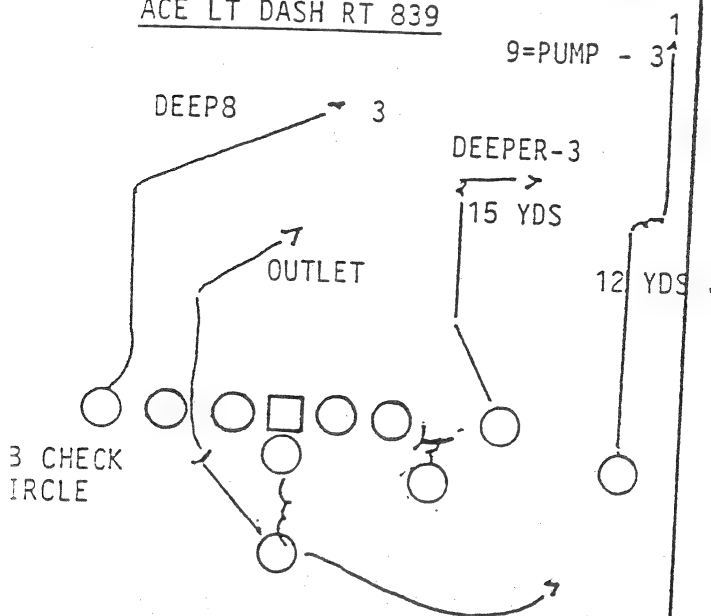
TWINS RT DASH LT 872 FK DELAY



ACE LT DASH RT 839

TREY RT TGT U
DASH RT K 428 H WIDE

ROUTE 8



DETECTION ALERT: DASH 428 H WIDE. BACKSIDE BKR FREE.

BLITZ:
BLITZ:

IC COACHING POINTS QB

CK 5' STEPS. GET WIDE FAST. WIDTH DEPTH (9-10 YDS). WORK PROGRESSION.

S

ROUTES DEEPER. STAY IN OWN AREA! ALERT 839=9 IS PUMP-3

PLIT WELL OUTSIDE THE #.

RT FOR BLKING ASSIGNMENT OR ROUTE!

CS

RT FOR BLKING ASSIGNMENT OR ROUTE!

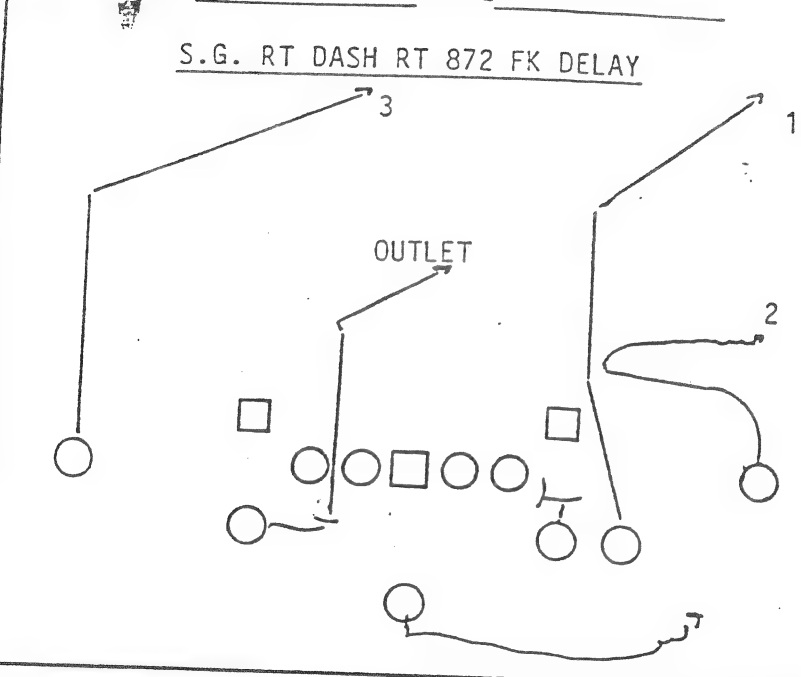
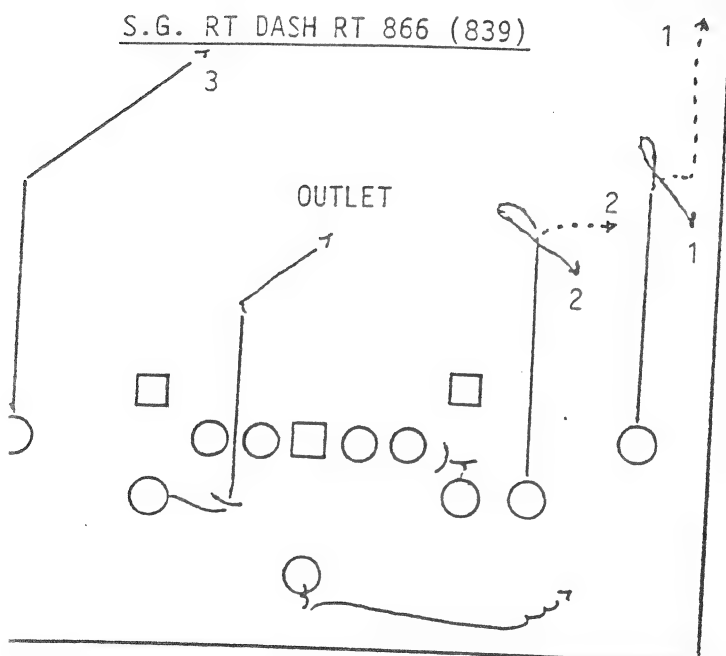
AP 15

ACTION ATTACK: PROTECTION DASH

PATTERN SEE BELOW FLARE SEE BELOW

S.G. RT DASH RT 866 (839)

S.G. RT DASH RT 872 FK DELAY



PROTECTION ALERT:

AD WK:

AD ST:

BLITZ:

BLITZ:

BASIC COACHING POINTS QB

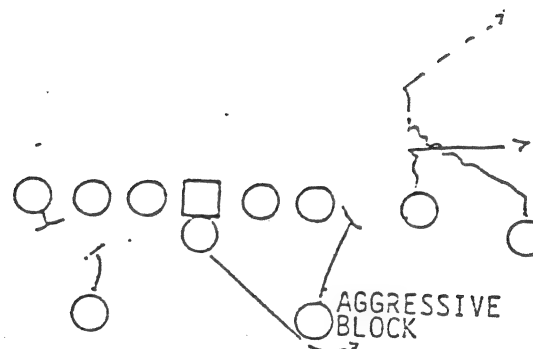
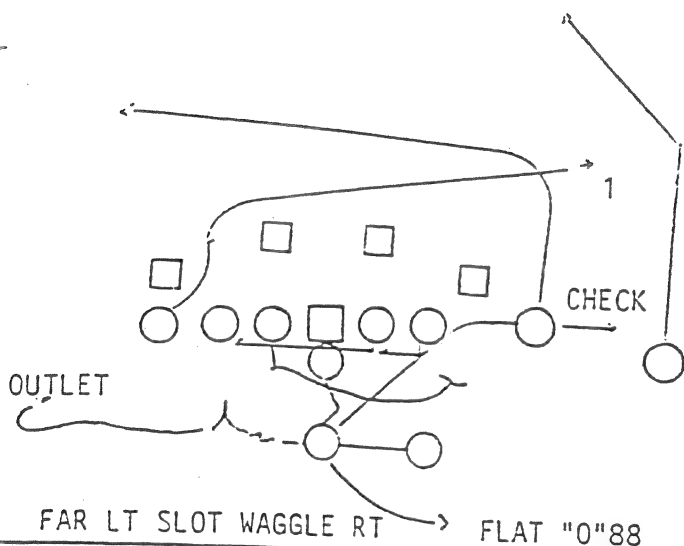
DASH DEVELOP. 3 STEPS THEN DASH. FOLLOW PROGRESSION.

PLUS TERRITORY

PLUS TERRITORY

50

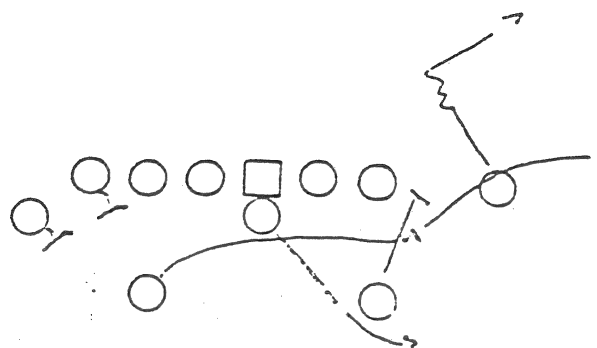
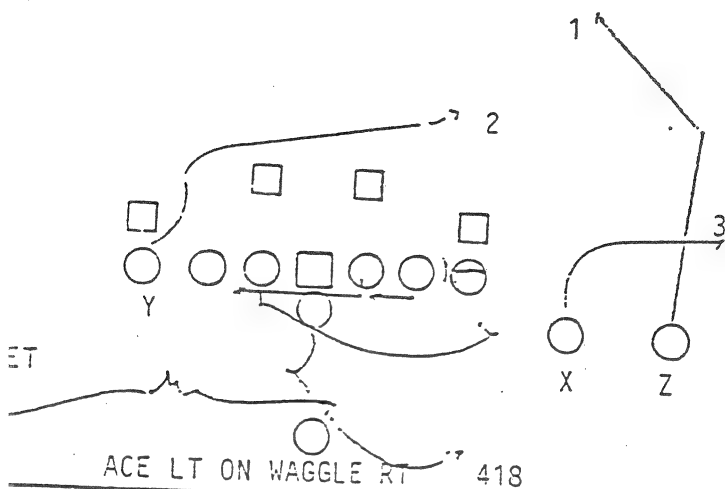
QB PASS/RUN



SPLIT LT SLOT SPRINT RT PICK 17

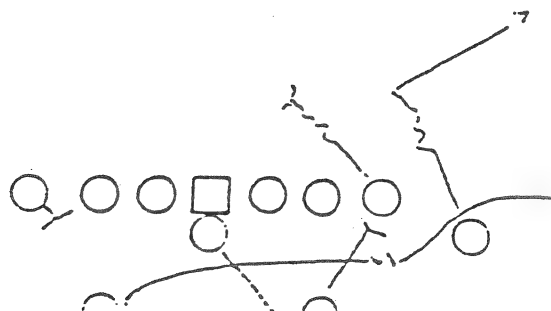
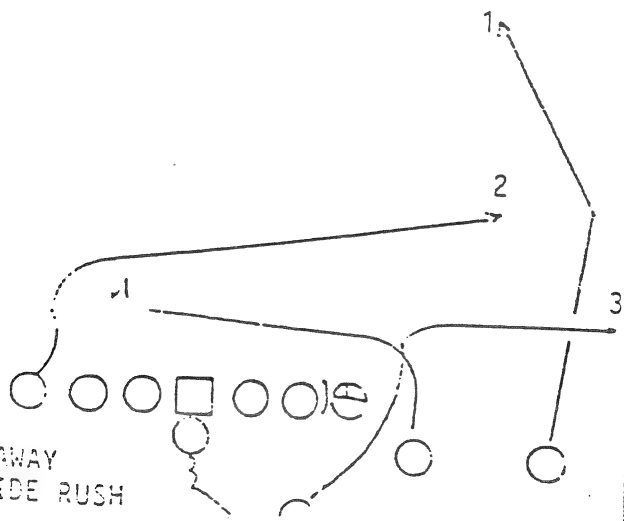
X + Z SPLIT WIDE
Z-8
X-5 YD 1 ROUTE
Y-BASIC 4

QB PASS/RUN



CHANGE LT PAIR H JET SPRINT RT PICK 7 FLAT

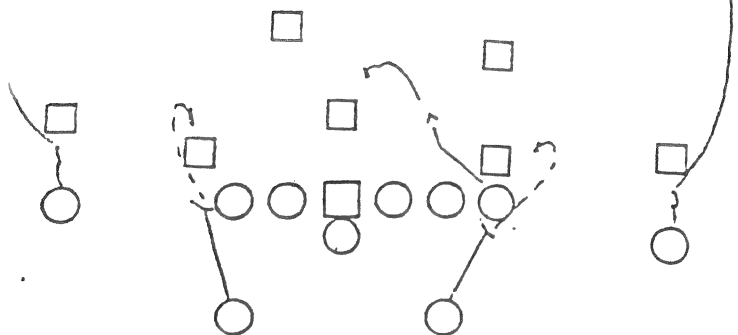
QB PASS/RUN



PLUS TERRITORY

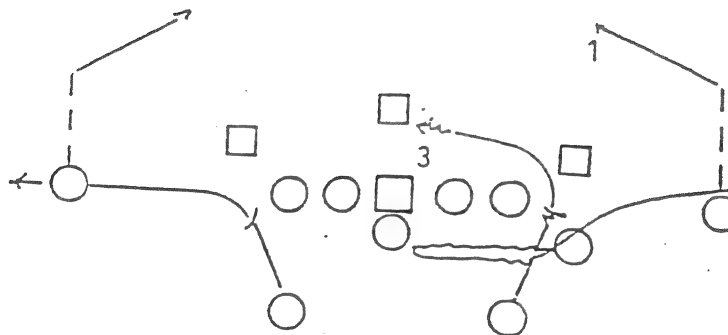
PLUS TERRITORY

BEAT BUMP
(QB P.S.L. SAFETIES FOR)
BEST SIDE!



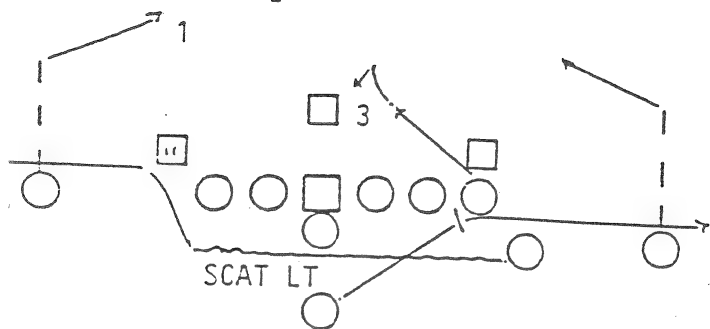
SPLIT RT 11 VS BUMP ON WR'S

3 STEP 2 ROUTES +9 IN
(TE RUN A FLAT 1)



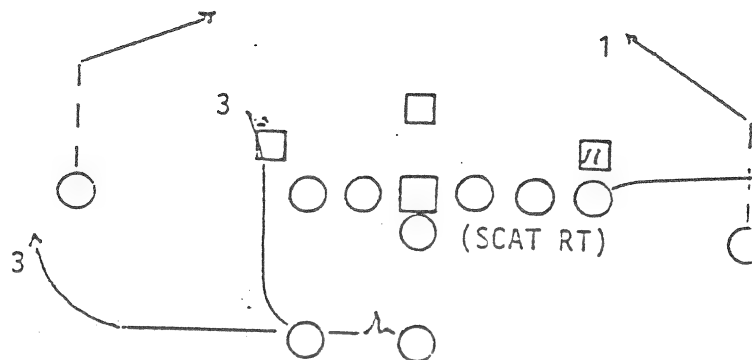
SPLIT RT FK FLY 212 F CROSS

QB WORK WK SIDE



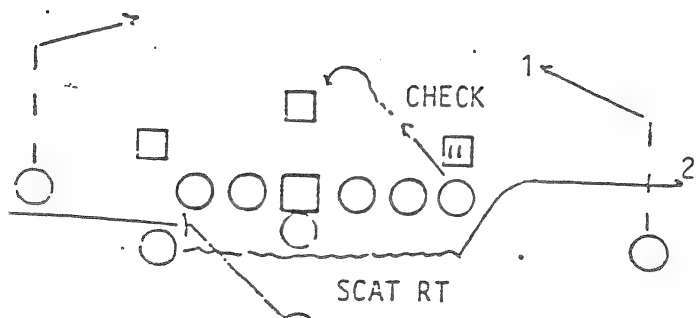
NEAR RT UP H JET SCAT LT 12 FLAT

QB WORK ST SIDE

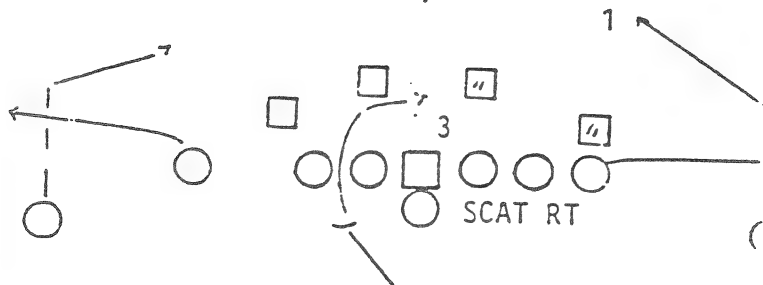


FAR RT LO 212 (3 DIGIT AGGRESSIVE)

QB WORK ST SIDE

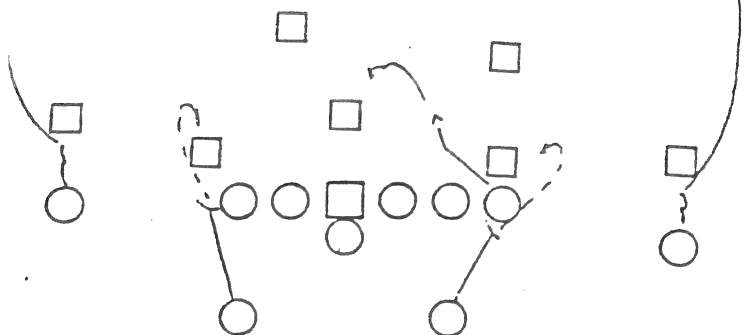


QB THINK Y-F



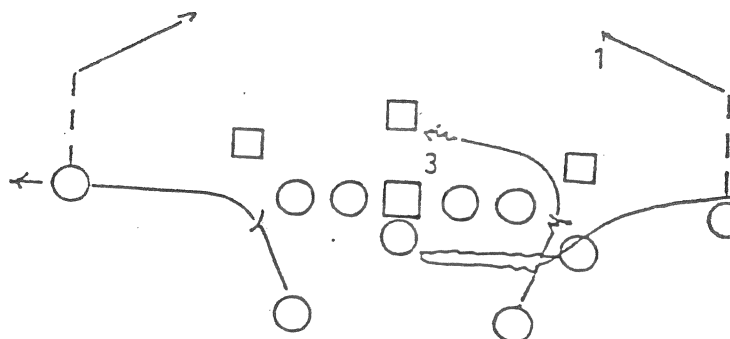
PLUS TERRITORY

BEAT BUMP
(QB P.S.L. SAFETIES FOR)
BEST SIDE!



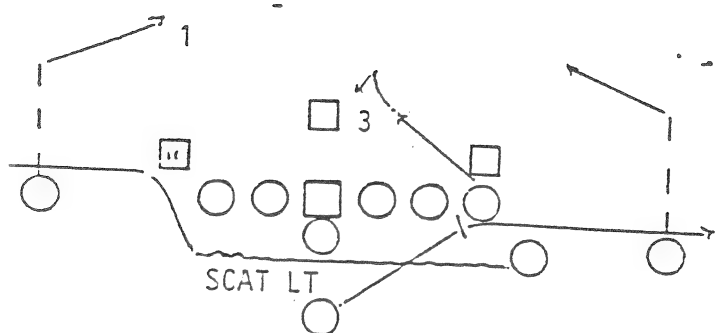
SPLIT RT 11 VS BUMP ON WR'S

3 STEP 2 ROUTES +9 IN
(TE RUN A FLAT 1)



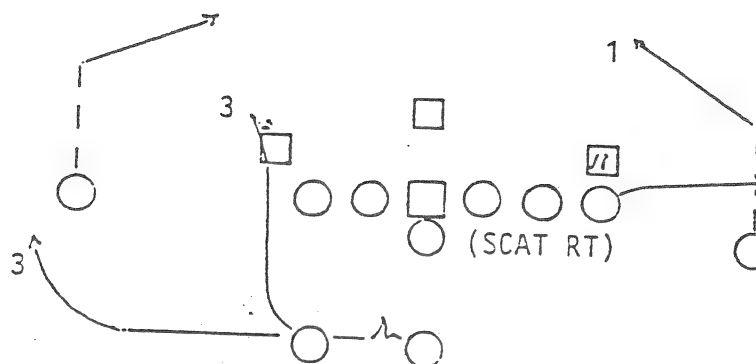
SPLIT RT FK FLY 212 F CROSS

QB WORK WK SIDE



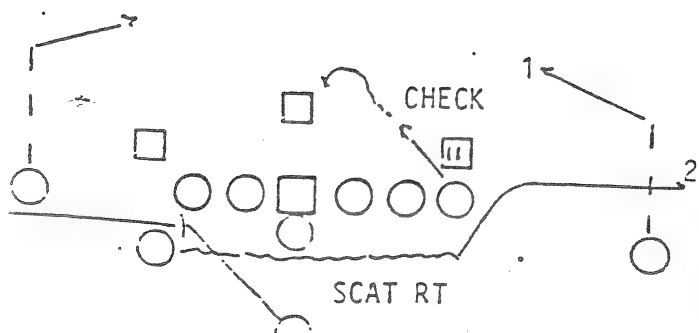
NEAR RT UP H JET SCAT LT 12 FLAT

QB WORK ST SIDE

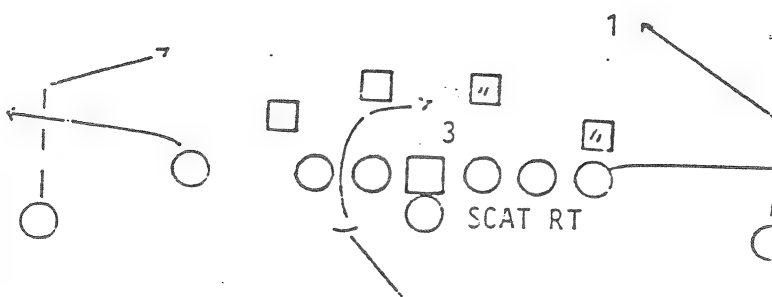


FAR RT LO 212 (3 DIGIT AGGRESSIVE)

QB WORK ST SIDE



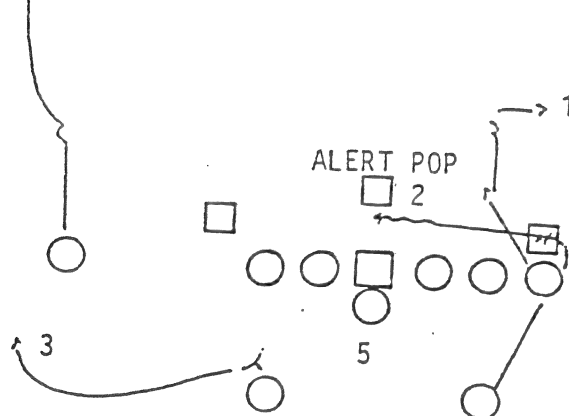
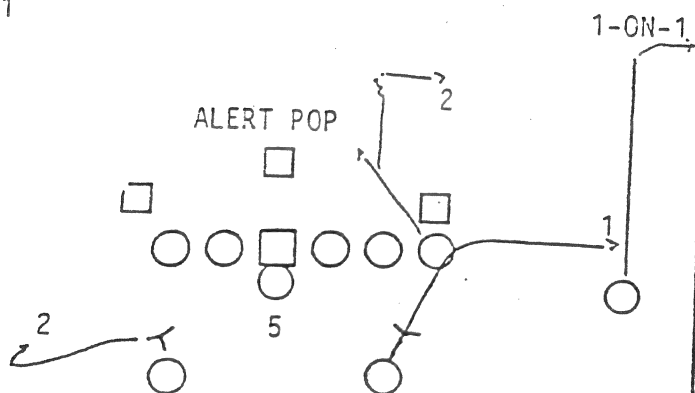
QB THINK Y-F



PLUS TERRITORY

QB P.S.L. WK SAFETY
(FOR X-8 OR 33 COMBO)

QB KEY Y-3/F CROSS
(ALERT 9 VS BUMP ON X-Z)

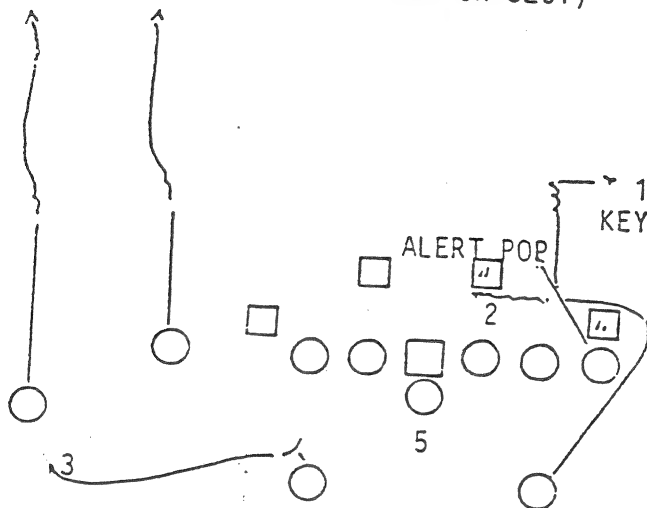
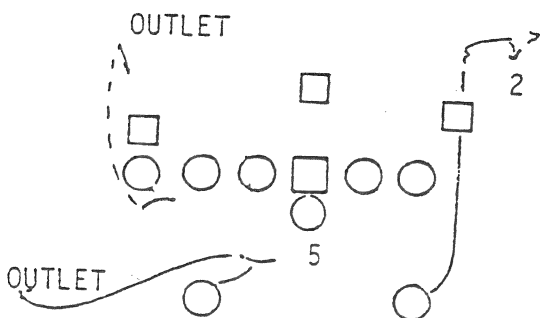


SPLIT RT 833 F FLAT (POCKET)

SPLIT RT SCAT RT 939 F CROSS-FLARE

GOOD PROTECTION
(WORK 1-ON-1)
HB/X

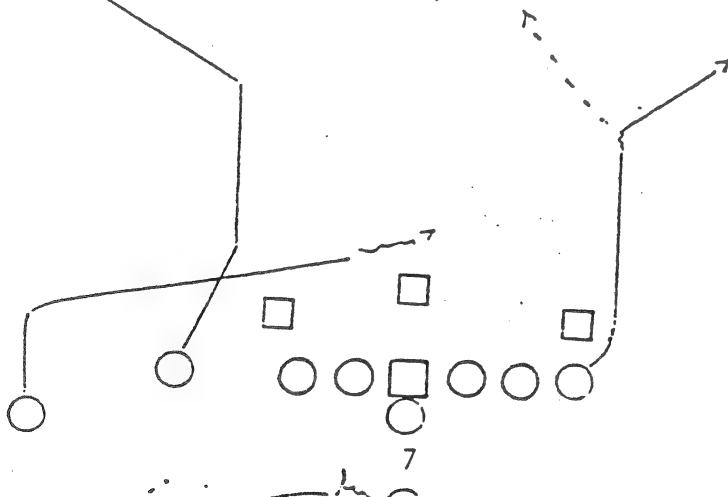
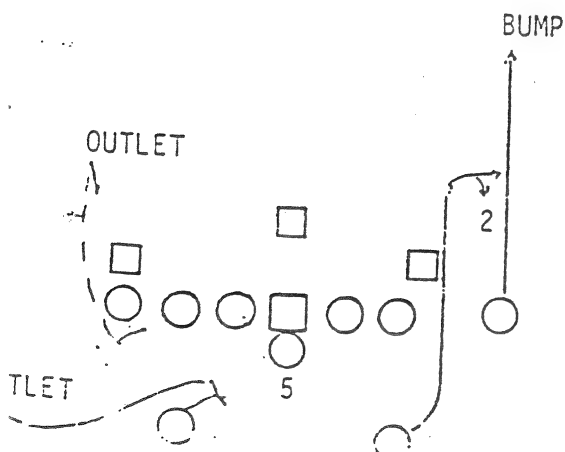
COUNTER TO 368
(ALERT 9 VS BUMP ON SLOT)



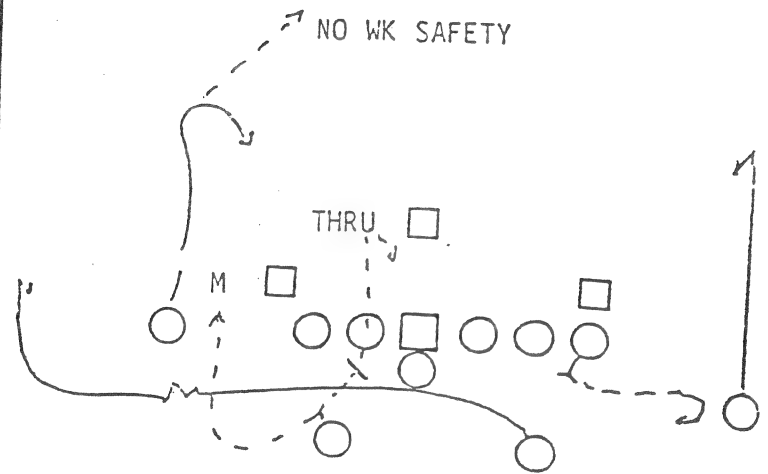
SPLIT LT OPTION RT 303

SPLIT RT SLOT SCAT RT 399 F CROSS-FLARE

WORK Y VS SLIDE COVER
(POCKET)

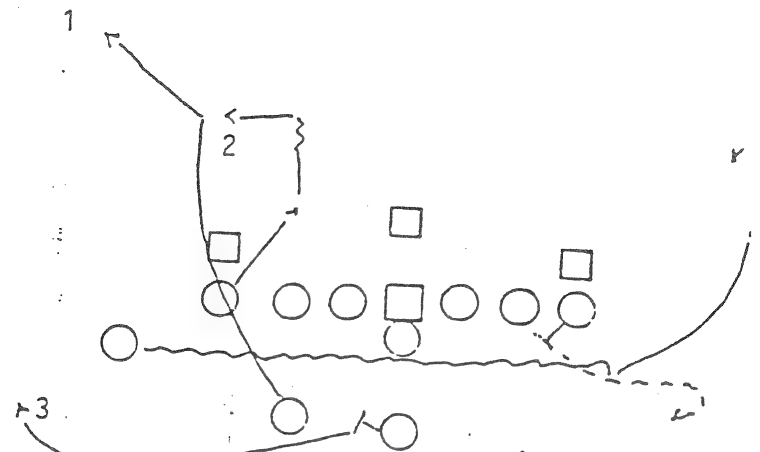


So 26



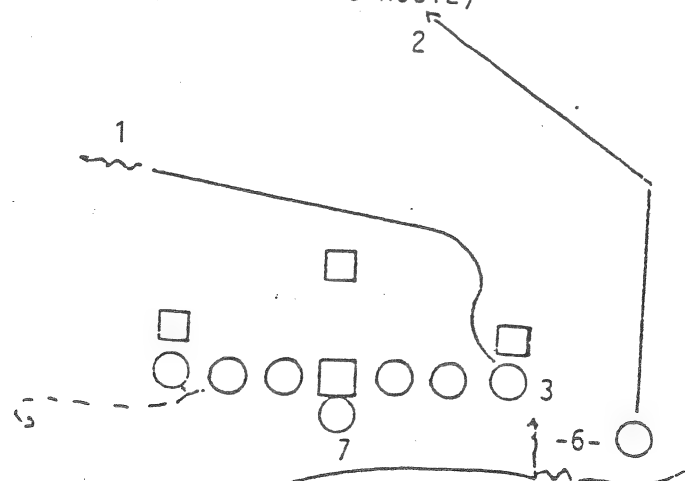
CHANGE RT H JET LO 6 ARROW

FLOOD WK SIDE
(BEAT DOG)



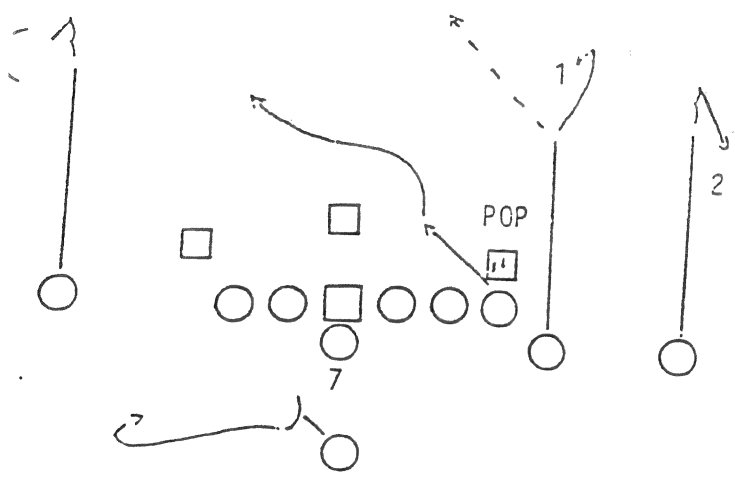
ZM FAR RT 2 TGT LO 3 CORNER

QB FOLLOW PROGRESSION
(ALERT FLAT-3 ROUTE)



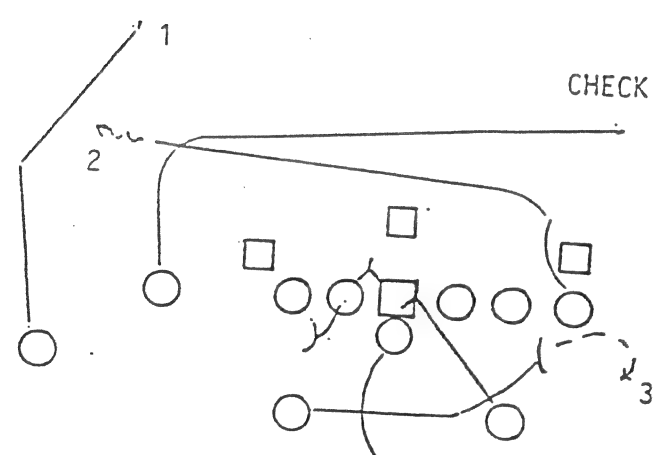
PLUS TERRITORY

BEAT DALLAS COVER 3



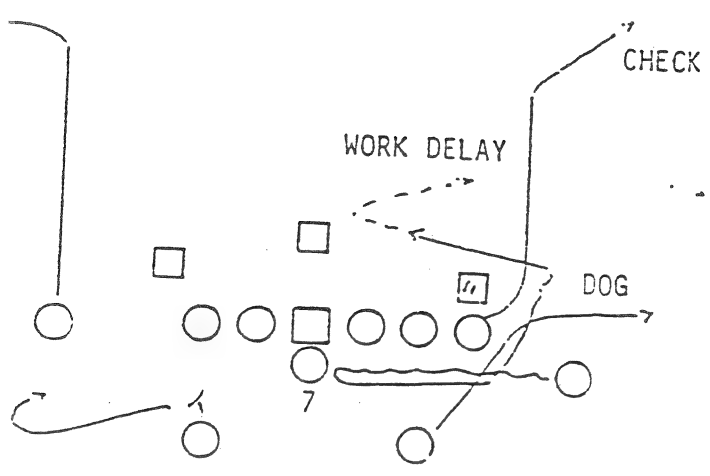
TREY RT SCAT RT 545 F POST

QB ALERT FLAT-8
(USE ZIP VS SAFETY JAM/8 BEHIND)



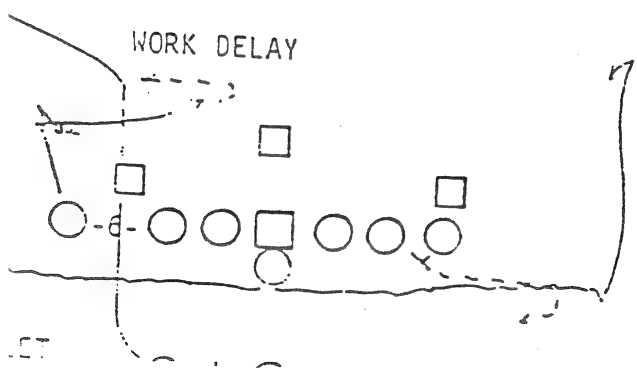
SPLIT RT SLOT CHARLIE 40 LEAD "0"88

QB ALERT F FLAT VS DOG/BLITZ

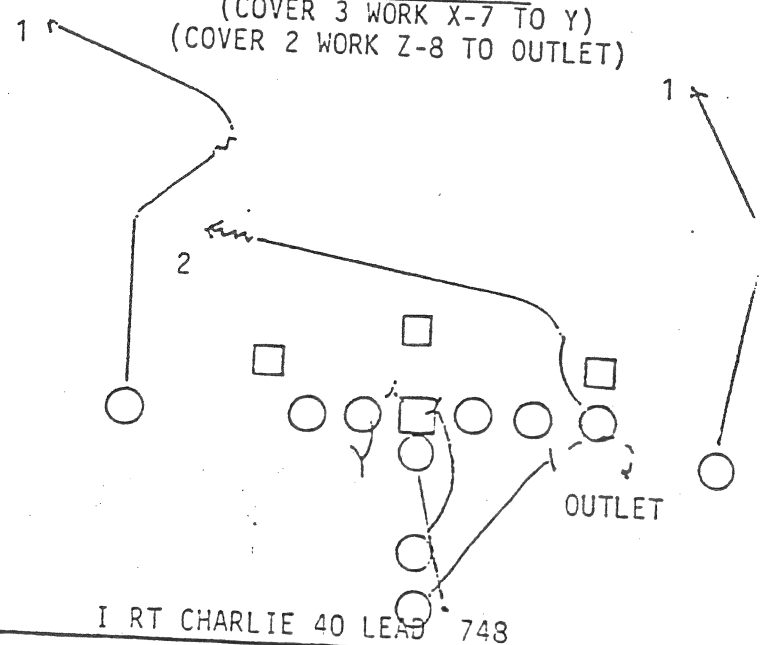


SPLIT RT FK ZM SCAT RT 372 DLY/FK F FLAT

FLOOD WK/DELAY (FAKE)

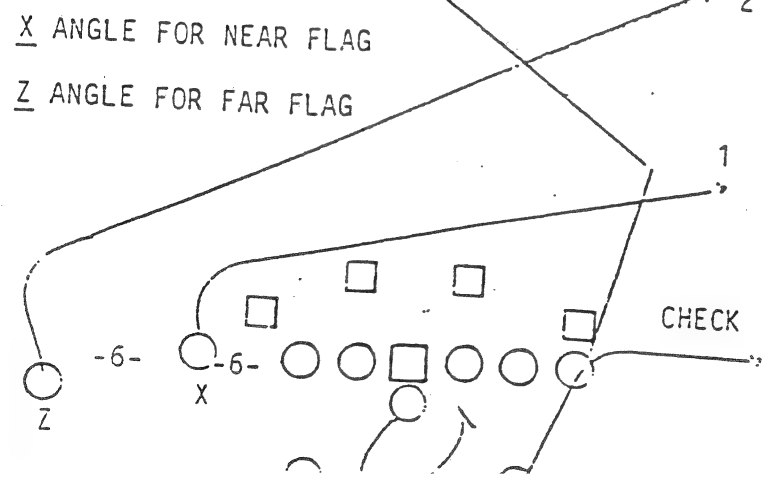


QB KEY WS FOR 3/2
(COVER 3 WORK X-7 TO Y)
(COVER 2 WORK Z-8 TO OUTLET)



I RT CHARLIE 40 LEAD 748

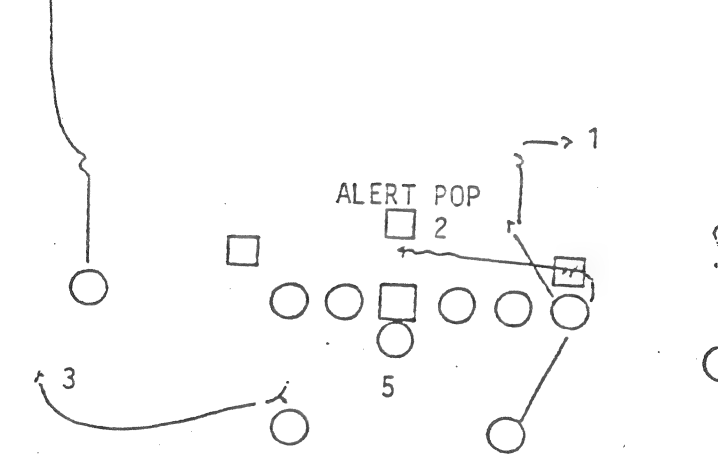
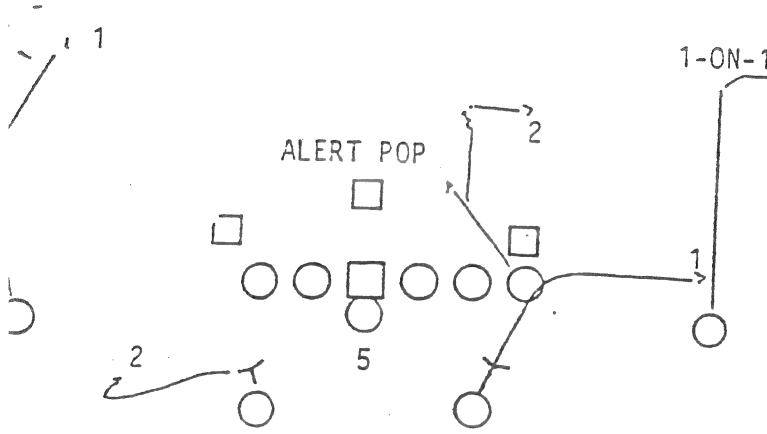
GET 2 WR'S TO FAR SIDE
(TE QK-8)



PLUS TERRITORY

QB P.S.L. WK SAFETY
(FOR X-8, OR 33 COMBO)

QB KEY Y-3/F CROSS
(ALERT 9 VS BUMP ON X-Z)

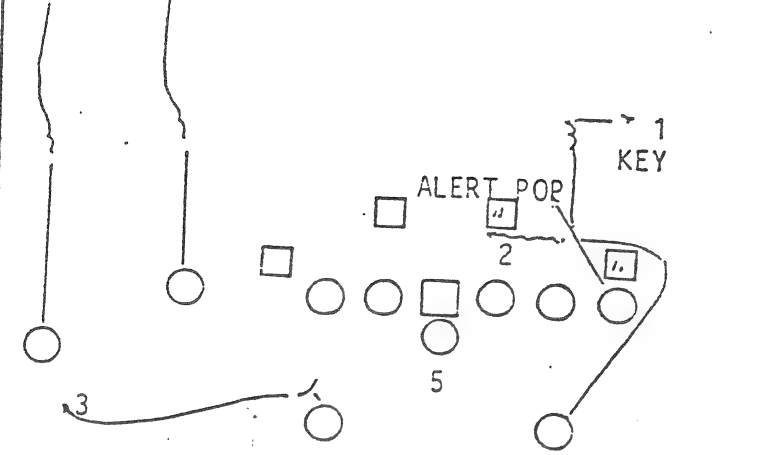
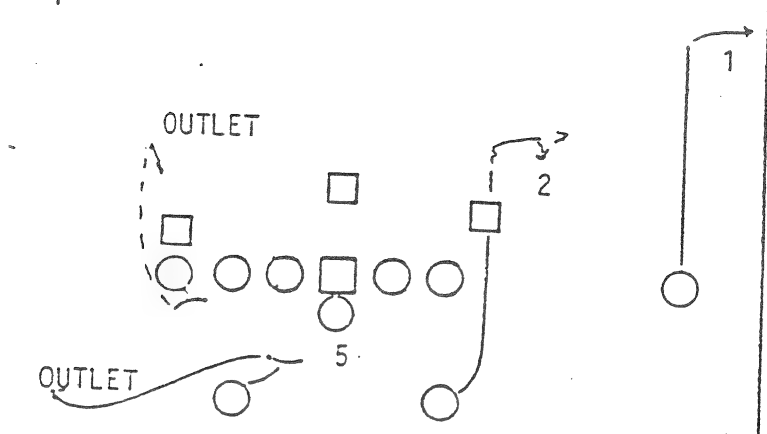


SPLIT RT 833 F FLAT (POCKET)

SPLIT RT SCAT RT 939 F CROSS-FLARE

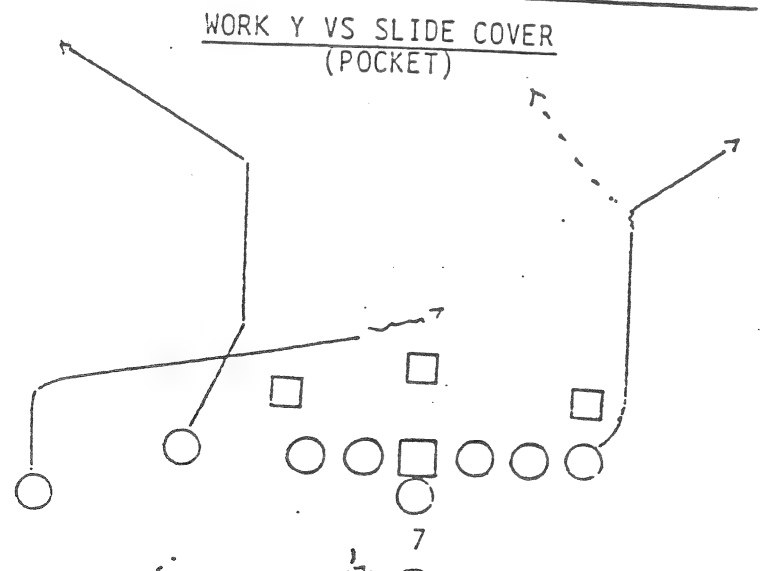
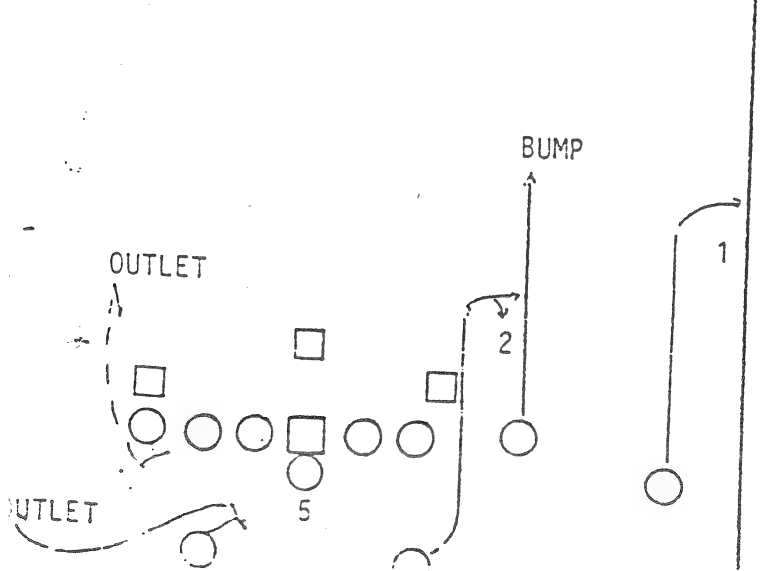
GOOD PROTECTION
(WORK 1-ON-1)
HB/X

COUNTER TO 368
(ALERT 9 VS BUMP ON SLOT)



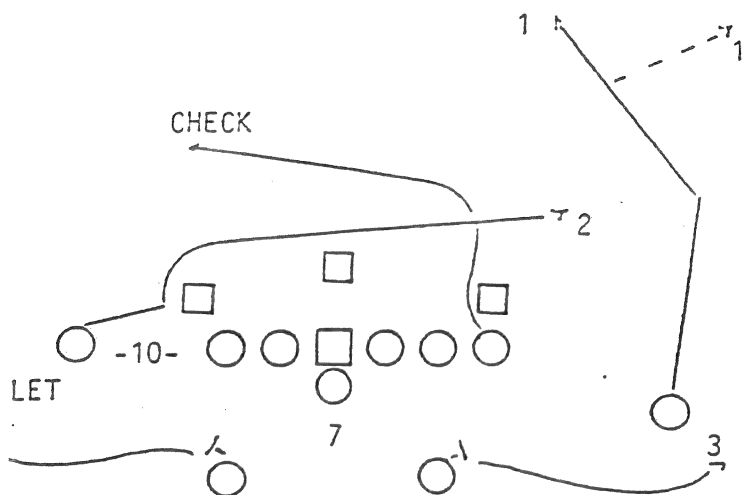
SPLIT LT OPTION RT 303

SPLIT RT SLOT SCAT RT 399 F CROSS-FLARE



WORK Y VS SLIDE COVER
(POCKET)

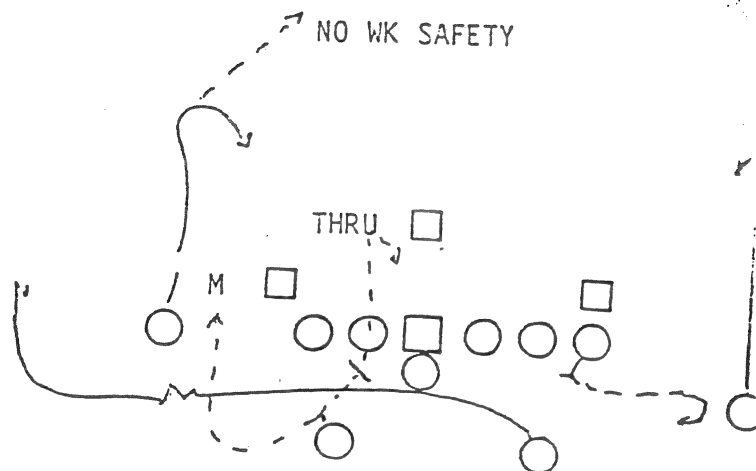
GOOD VS SLIDE COVER
(QB ALERT FLAT-8 ROUTE)



SPLIT RT "0"88 FLARE ("0"87 FLARE)

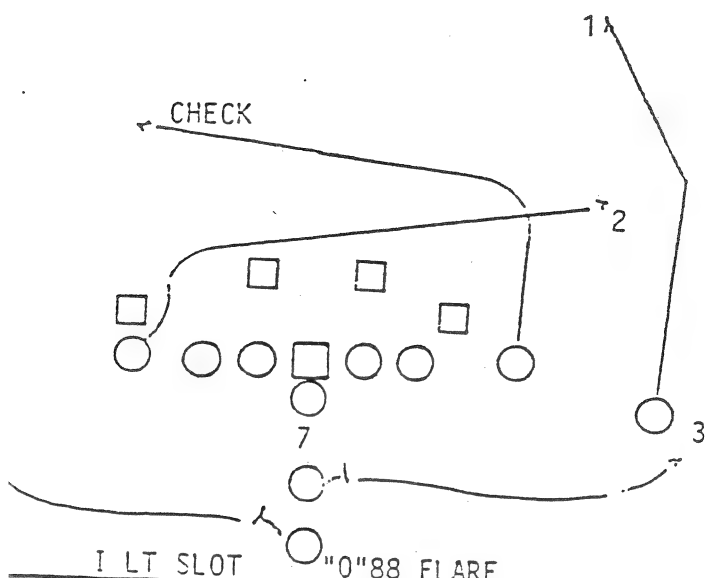
PLUS TERRITORY

ALERT WK SAFETY BLITZ



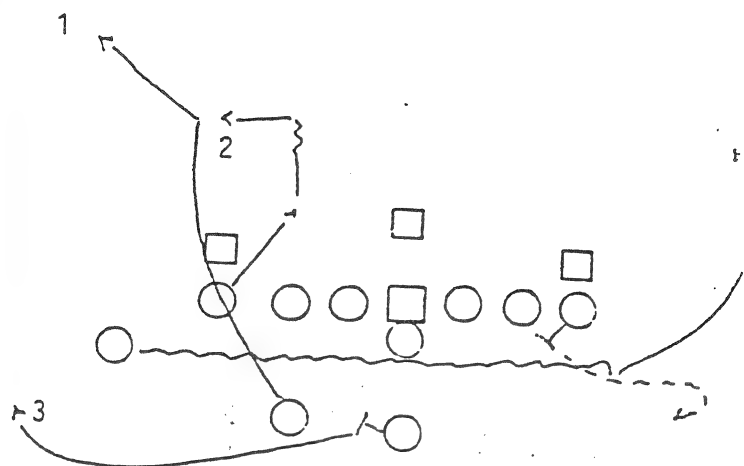
CHANGE RT H JET LO 6 ARROW

QB ALERT FLAT 8 ROUTE



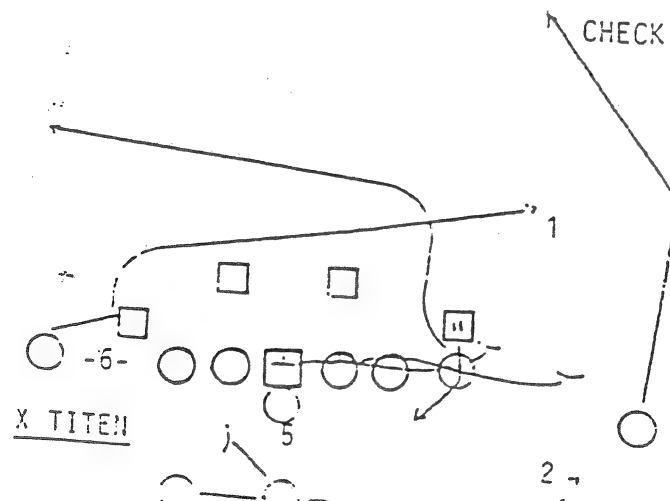
I LT SLOT "0"88 FLARE

FLOOD WK SIDE
(BEAT DOG)

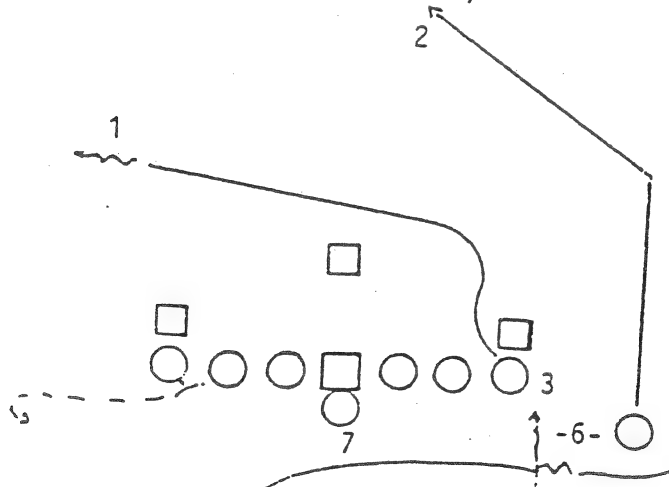


ZM FAR RT 2 TGT LO 3 CORNER

QB MUST BE ALERT TO SAM DOG
(CHECK 8. WORK "0" TO ROSE)

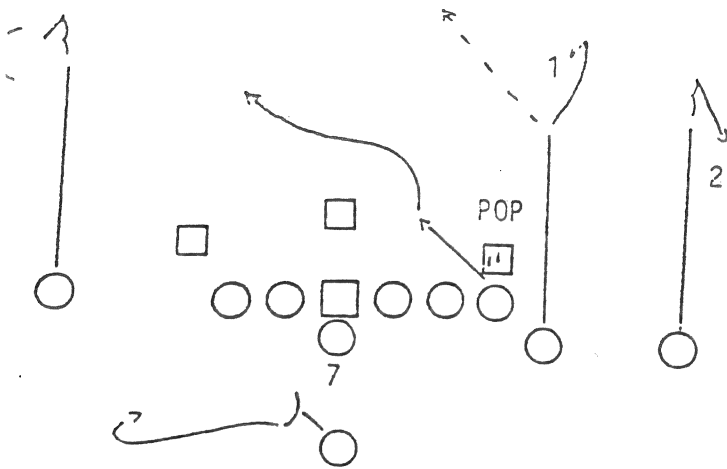


QB FOLLOW PROGRESSION
(ALERT FLAT-8 ROUTE)



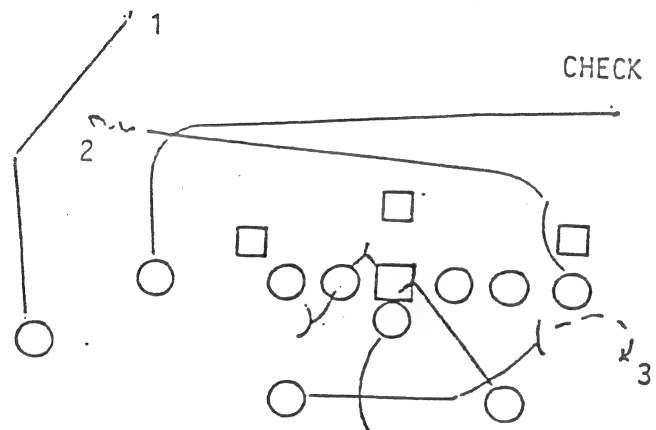
PLUS TERRITORY

BEAT DALLAS COVER 3



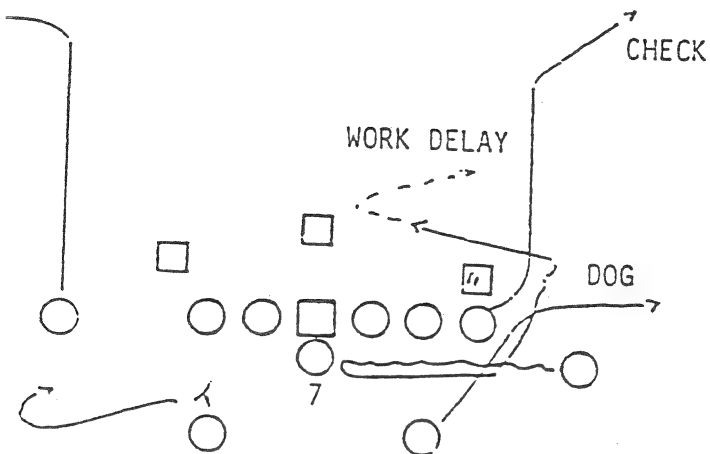
TREY RT SCAT RT 545 F POST

QB ALERT FLAT-8
(USE ZIP VS SAFETY JAM/8 BEHIND)



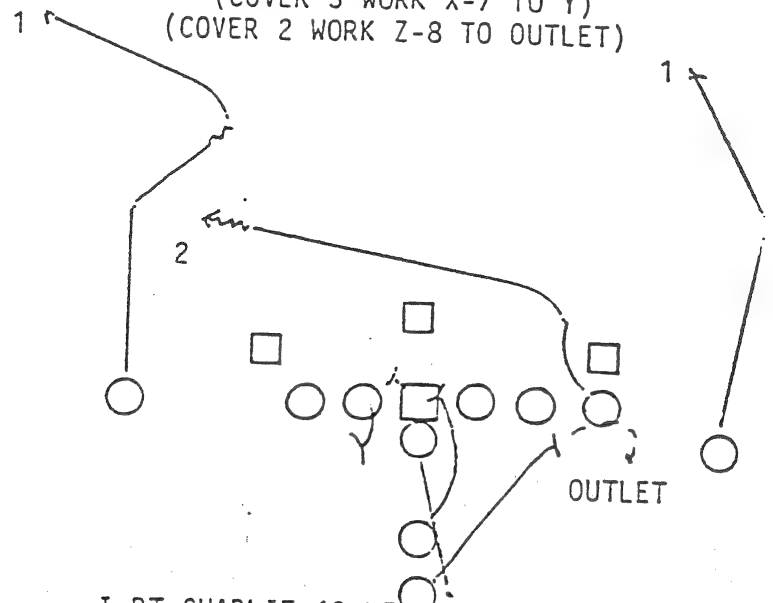
SPLIT RT SLOT CHARLIE 40 LEAD "0"88

QB ALERT F FLAT VS DOG/BLITZ



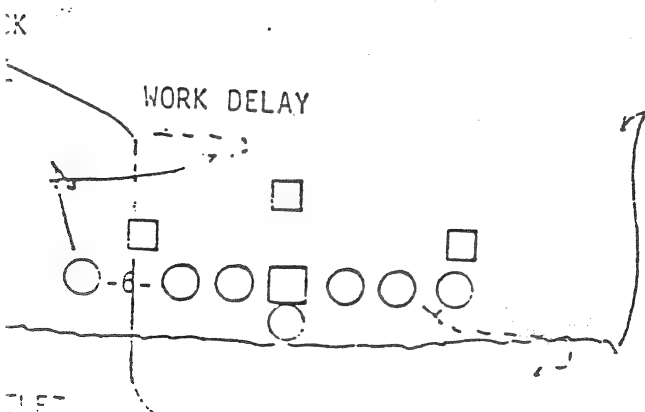
SPLIT RT FK ZM SCAT RT 372 DLY/FK F FLAT

QB KEY WS FOR 3/2
(COVER 3 WORK X-7 TO Y)
(COVER 2 WORK Z-8 TO OUTLET)



I RT CHARLIE 40 LEAD 748

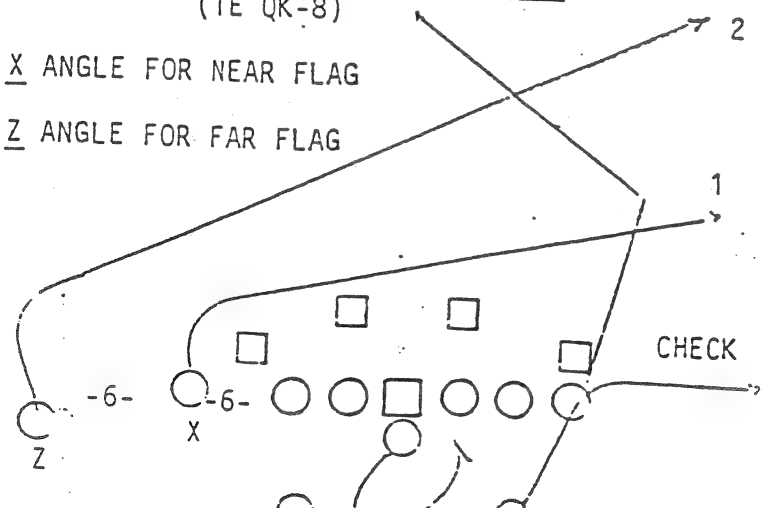
FLOOD WK/DELAY (FAKE)



GET 2 WR'S TO FAR. SIDE
(TE QK-8)

X ANGLE FOR NEAR FLAG

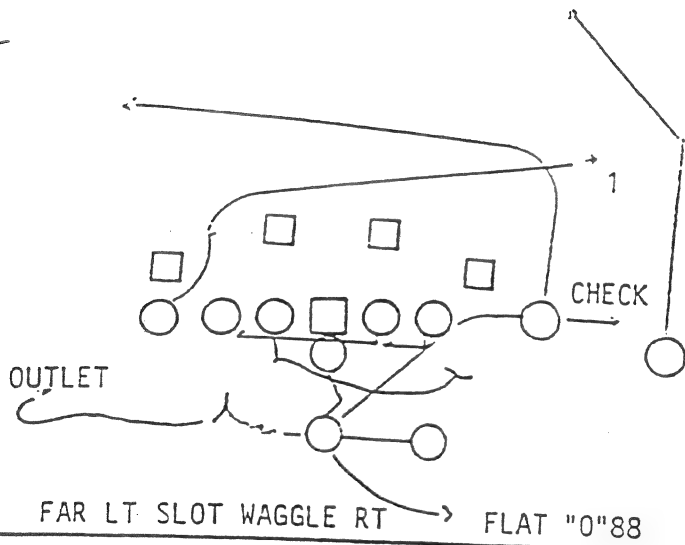
Z ANGLE FOR FAR FLAG



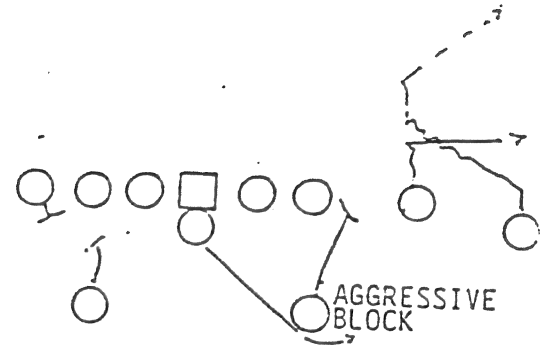
PLUS TERRITORY

Sc 1

QB PASS/RUN

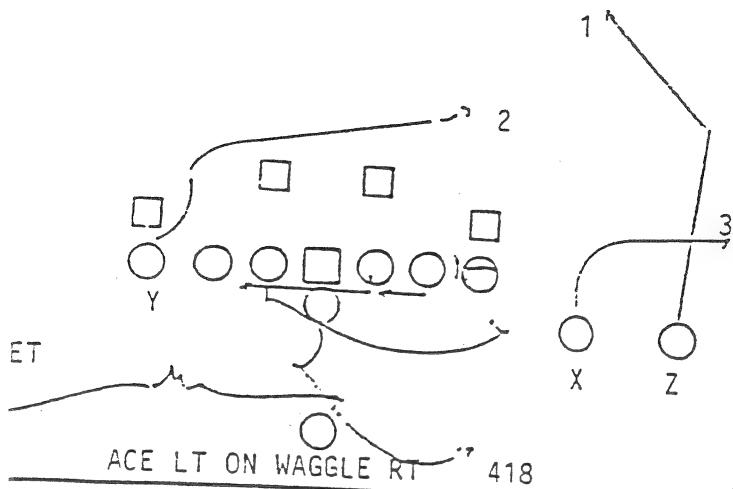


SPLIT LT SLOT SPRINT RT PICK 17

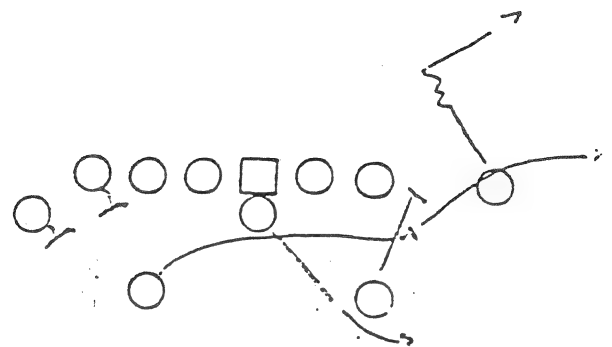


X + Z SPLIT WIDE
Z-8
X-5 YD 1 ROUTE
Y-BASIC 4

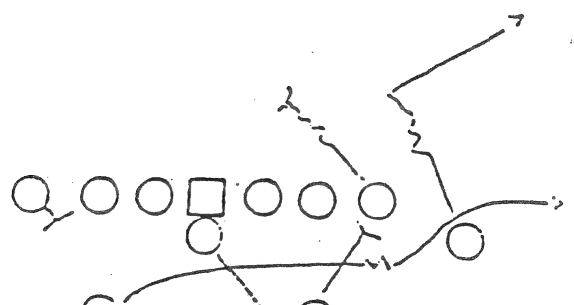
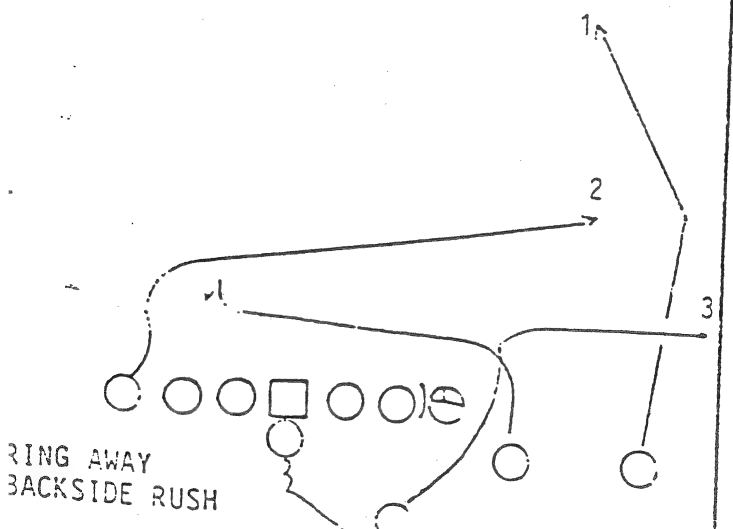
QB PASS/RUN



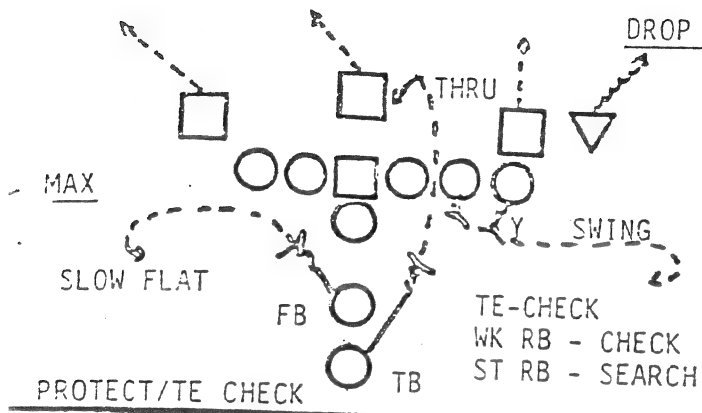
CHANGE LT PAIR H JET SPRINT RT PICK 7 FLAT



QB PASS/RUN

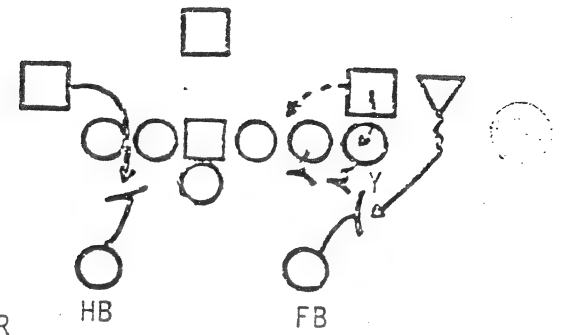


DROP BACK PASS ACTIONS

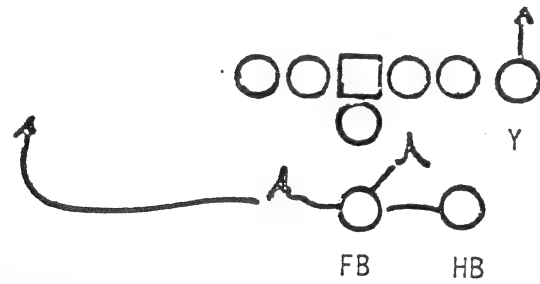
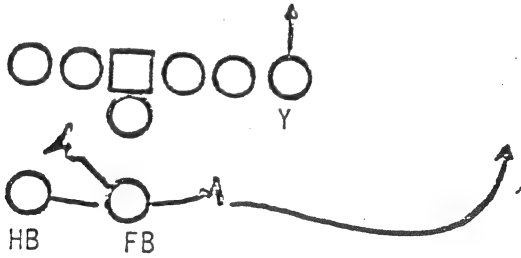


ACTIONS

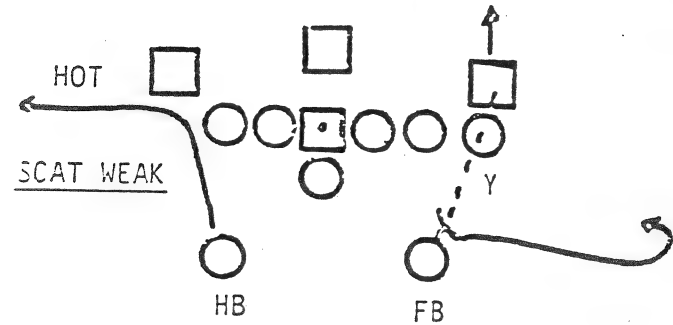
3RD RUSHER
W BKR
XTRA RUSHER



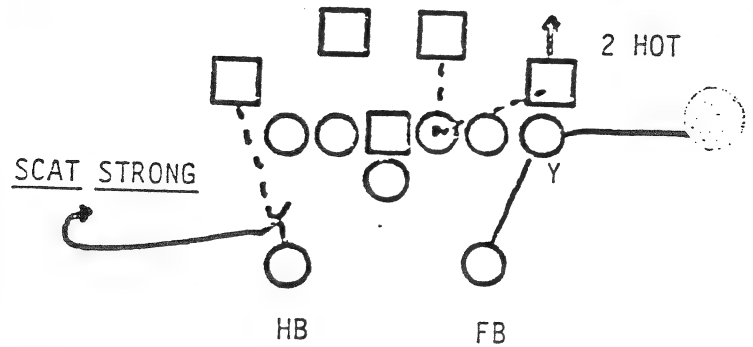
CROSS



POCKET - HB CROSS CHECK FLARE/FB STAY

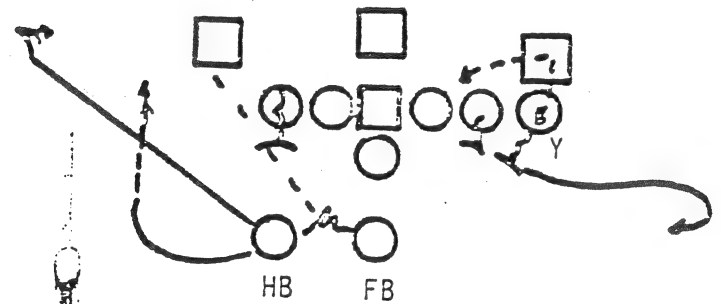
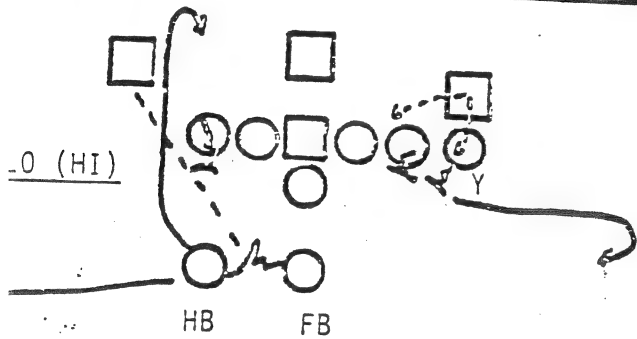


SCAT STRONG



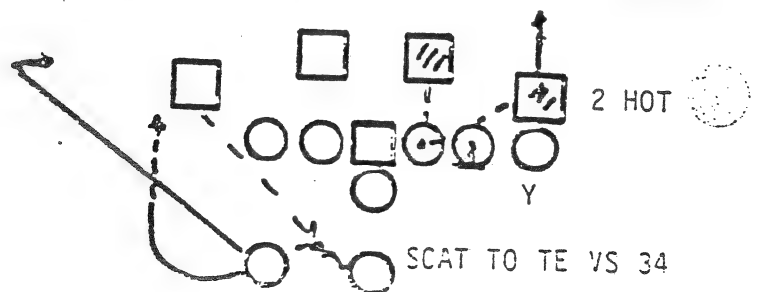
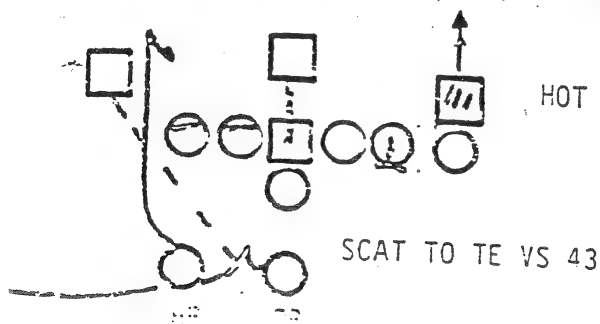
SCAT VS 43 HB FREE RELEASE/FB CHECK SWING

SCAT VS 23 HB CHECK SWING/FB FREE RELEASE



POCKET - HB FREE RELEASE/FB CHECK FLARE/TE

CHECK SWING/ARROW CALL FB CHECK M



3 DIGIT PASSING

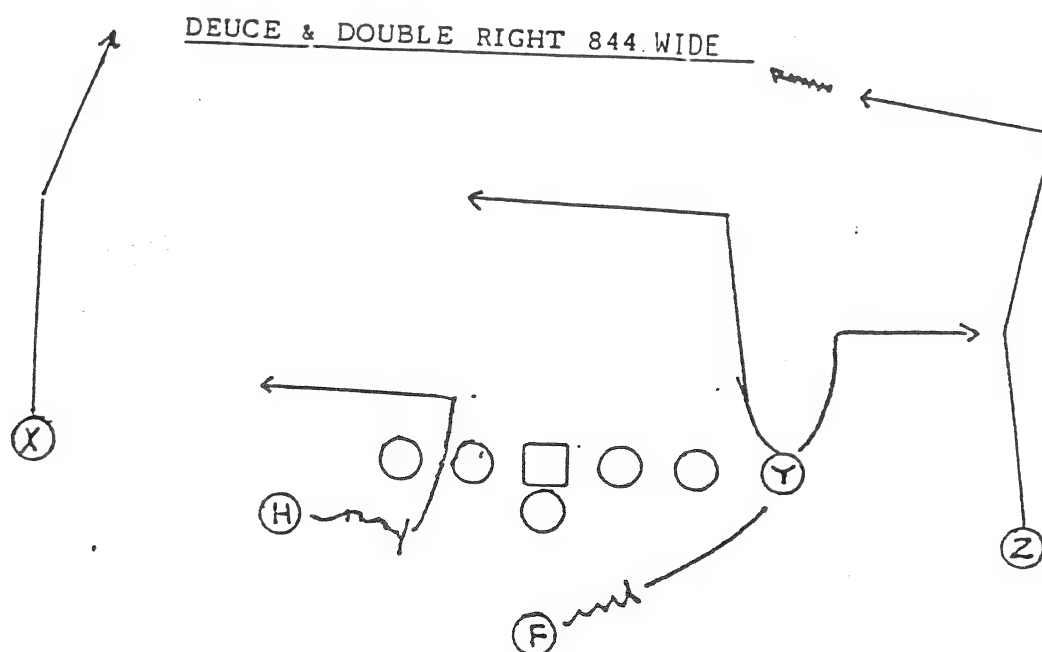
A. DEUCE AND DOUBLE SAME AS 2 BACK EXCEPT
DIG . CAUSE THE FOLLOWING CHANGES

Y TAKES BACK ASSIGNMENT

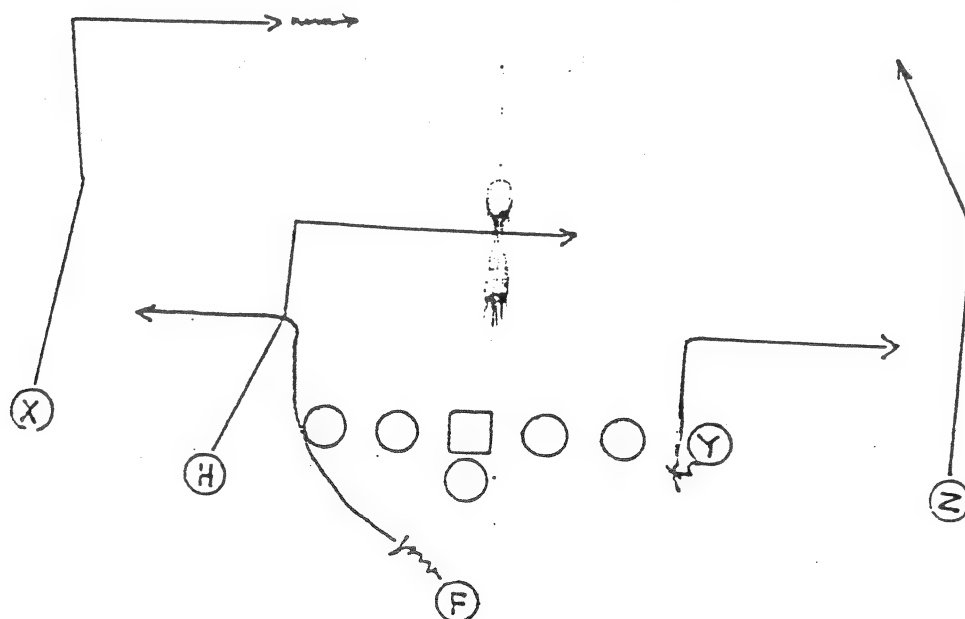
Z = WEAK RECEIVER TAKES 1ST DIGIT

H = INSIDE RECEIVER TAKES 2ND DIGIT

X = STRONG RECEIVER TAKES 3RD DIGIT

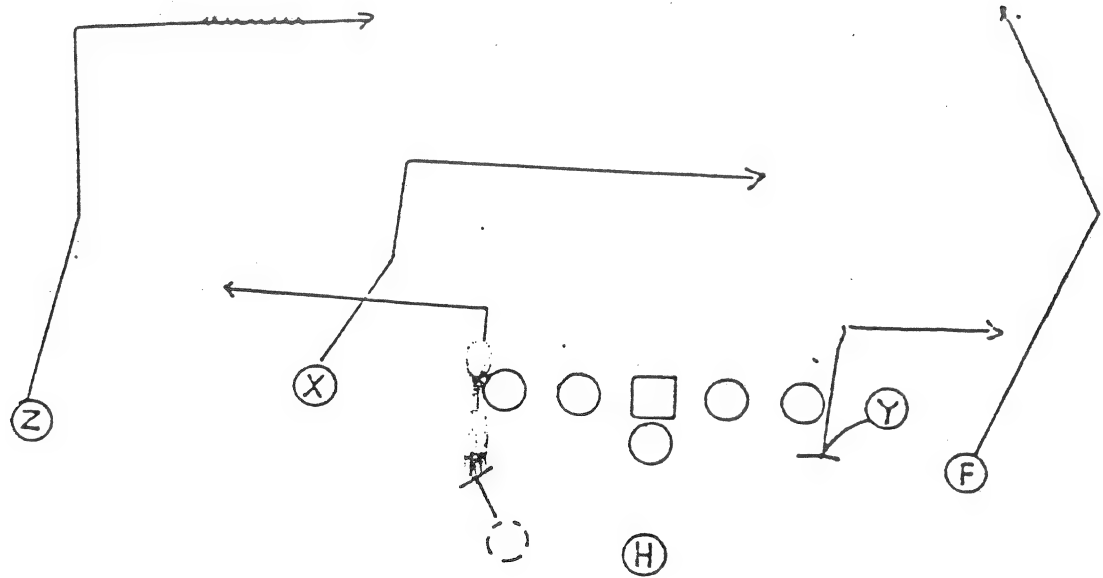


DEUCE & DOUBLE RIGHT DIG 844 WIDE

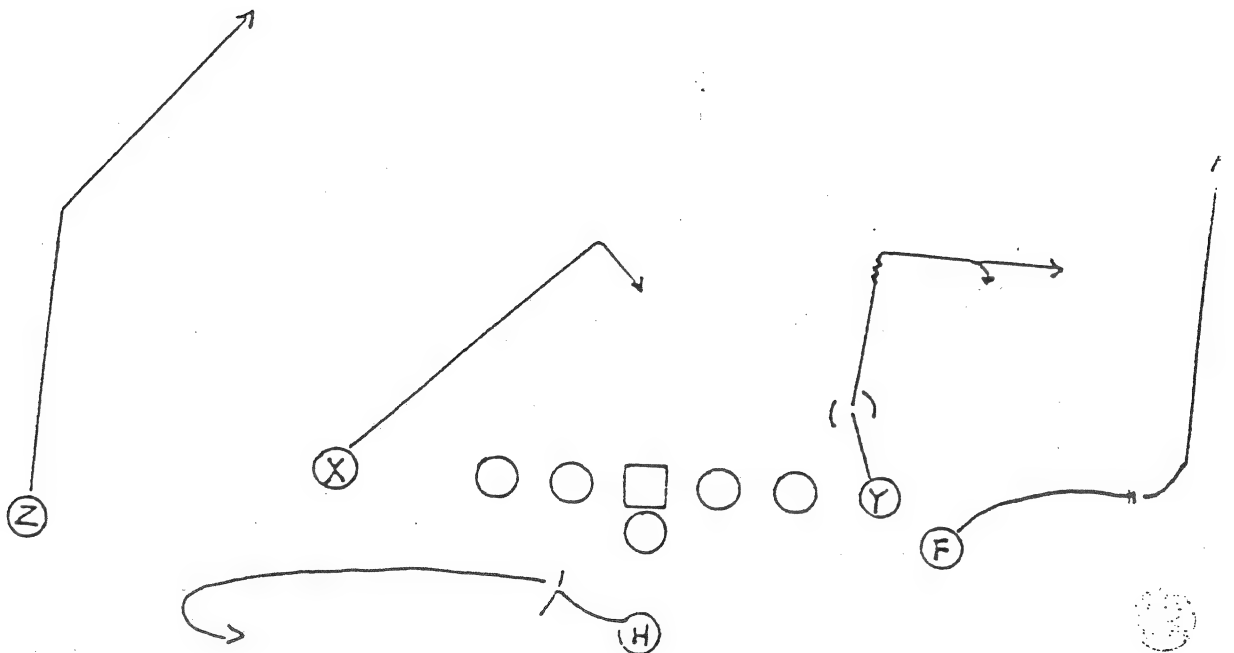


- C. TWINS & FLANK - TREAT AS SLOT, EXCEPT K
CAUSE FOLLOWING CHANGES
F RUNS 1ST DIGIT AND Y TAKES BACK ASSIGNMENT

FLANK OR TWINS RIGHT K 844 WIDE..

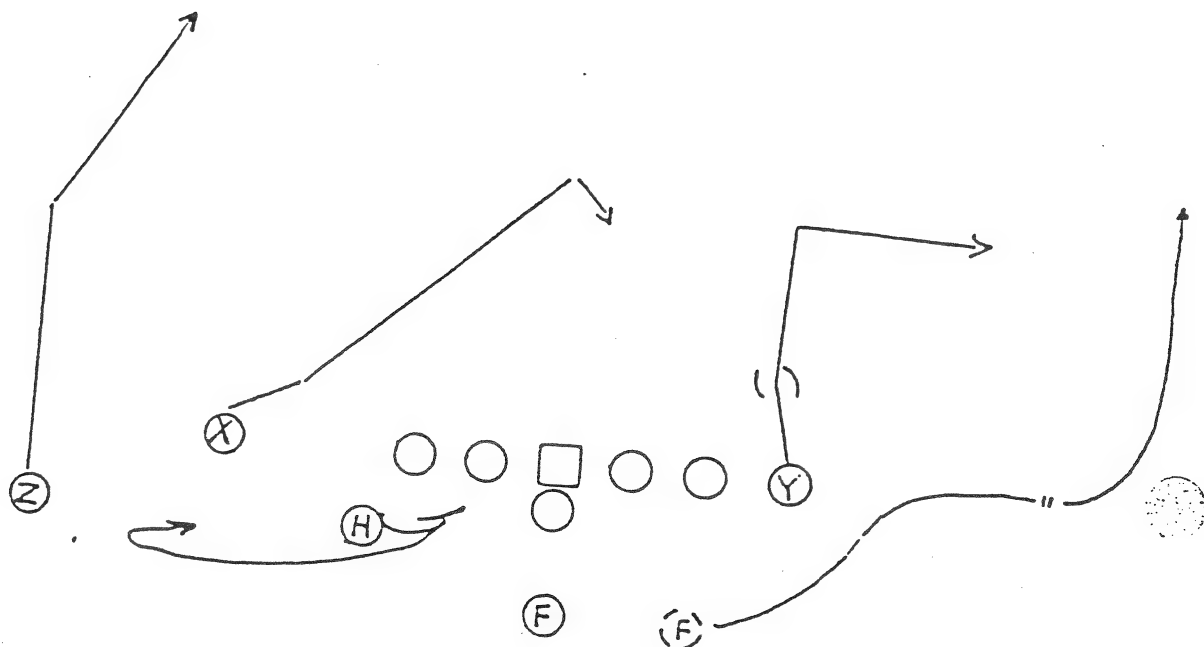


FLANK OR TWINS RIGHT SCAT 368 SHOOT

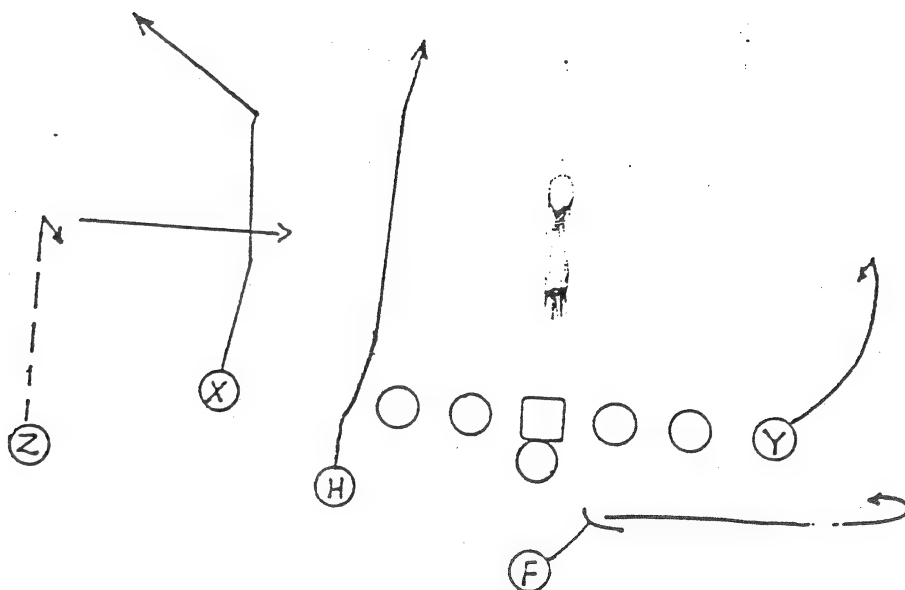


E. ACE & SINGLE
TREAT AS SLOT

SCAT RT 368 F SHOOT



OPT LT 272 DELAY H UP



TYPES OF DROP BACK PASS PROTECTION

POCKET

Basic man protection. Tackles block the ends. Guards - Center block 3 middle men 30/43. The backs block outside linebackers, no dog - release

LIZ-RIP

The back to the call (Rip-RT/Liz-LT) checks the inside linebacker for dog, no dog - release. Inside linebacker dog - check outside linebacker, no dog - release. Used with 30 front.

SCAT

The back to the call (Scat RT/LT) has free release, the uncovered lineman to the call has dual pick-up. The back away from the call blocks pocket.

OPTION

The back to the call (option RT/LT) has free release, the uncovered lineman to the call has pick up on the outside linebacker to the call. The back away from the call has dual pick up

OPTION OH

Option Protection for offensive line. FB Mike search. HB free release. TE block the man over him, and no dog/blitz FB and TE release on assigned pattern.

LO HI (LT RT)

Pocket Protection: gives the HB free release, the FB the weak outside bkr, and the TE the strong outside bkr (area with OT). No dog/blitz the FB/TE may release. Both backs flow away from the TE.

LO HI 3 DIGIT

Same backfield action as Lo Hi Pocket, except 3 receivers (X-Y-Z) release. Scat Protection away from Lo Hi call.

LEE RAY

Backs run Lo Hi Action. FB has free release. Scat Protection toward the call.

RAM LION (RT LT)

Both backs flow toward the TE. Onside back has free release. The offside back has dual pick up strong.

SPECIAL PASS PROTECTION

MAX

Pocket Protection for offensive line and HB position. The TE blocks the man over him, the FB position searches for the extra rusher. No dog/blitz backs and TE release on assigned pattern.

CUP

Pocket Protection. Both backs stay and block their respective guard-tackle same (L-R tech.)

JAM

Pocket Protection from two tight end set (X-Y). Tight ends block outside linebackers (area with OT), no dog - release/stay as assigned. Both backs free release to the call (right/left).

LO/HI BLITZ

Same backfield action as Lo Hi Pocket: FB searches for x-tra blitzes - None run thru route. HB checks lbkr dog - None run slow flat route.

LEO/REX

Call by QB at line of scrimmage in Shotgun when overload rush is shown to a side. Line slide to side of call. On back blocks outside in. Off back blocks inside out.

PASS PROTECTION TERMINOLOGY

AGGRESSIVE

Backs drive toward their assigned linebacker and block him - no dog run route. Offensive line and tight end set up on the L.O.S. and attack man.

CHECK

The back or tight end checks his assigned linebacker for dog/blitz - none, release.

L-R

Pocket Protection, back toward the L-R call stay and block the most dangerous rusher.

FREE RELEASE

The back or tight end has no blocking assignment.

HOT

The back or tight end has free release, vs a dog/blitz his side look to the QB.

SLOW

The tight end checks his assigned linebacker for dog - none, release.

STAY

The back or tight end checks his assigned linebacker for dog - none, stay in and block.

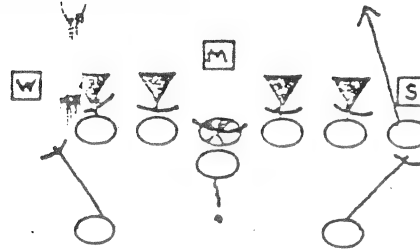
AXE

The tight end (back) blocks the end, the tackle sets deep and checks the linebacker.

PROTECTION: 11-12
 AGGRESSIVE PASS PRO.
 BACKS DRIVE TOWARD ASSIGNED
 LBERS. NO DOG - RELEASE.
 POSS: SCAT PRO USED WITH IT

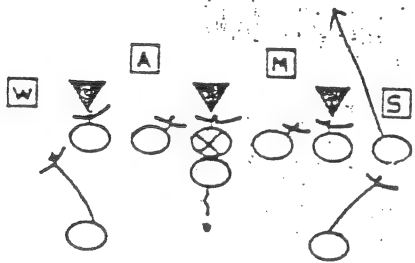
QB:

40



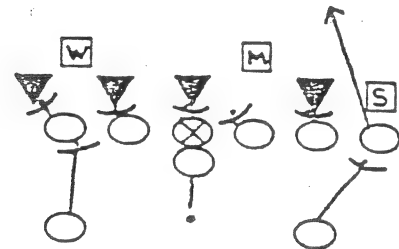
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - SHORT SET 1 YD - CHK MIKE LBER - BE PREPARED TO HELP ON ANY- THING THAT SHOWS INSIDE. VS 30 - CALL ORANGE/YELLOW - TAKE CALL SIDE AWAY. VS OVERSTACK - CALL ORANGE/YELLOW STRONG.
RT GUARD	POSS: SCAT	AGGRESSIVE #: VS 40 - AIM HAT FOR DT'S NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORANGE CALL
LFT GUARD	POSS: SCAT	AGGRESSIVE #: VS 40 - AIM HAT FOR DT'S NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORANGE CALL
RT TACKLE	FAN	AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT. KEEP HIM ON L.O.S. VS 30 - SAME AS 40. VS OS (STRONGSIDE) AGG. FAN.
LFT TACKLE	FAN	AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT - KEEP HIM ON L.O.S. VS. 30 - SAME AS 40. VS OS (STRONG SIDE) AGG. FAN
Y		RUN PATTERN CALLED
HB		AGGRESSIVELY SPRINT FOR YOUR OLB - MEET HIM AT L.O.S. - DRIVE THROUGH HIS OUTSIDE THIGH PAD - IF LBER DROPS OFF - RUN PATTERN CALLED.
FB		AGGRESSIVELY SPRINT FOR YOUR OLD - MEET HIM AT L.O.S. - DRIVE THROUGH HIS OUTSIDE THIGH PAD - IF LBER DROPS OFF - RUN PATTERN CALLED

30



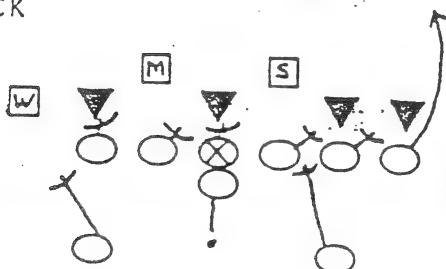
ORANGE
CALL

UNDER L



YELLOW
CALL

OVERSTACK



ORANGE
CALL

AGGRESSIVE
FAN

13 - SHORT STRONG SET SAME ASSIGNMENTS AS
 11-12. SEMI-AGGRESSIVE

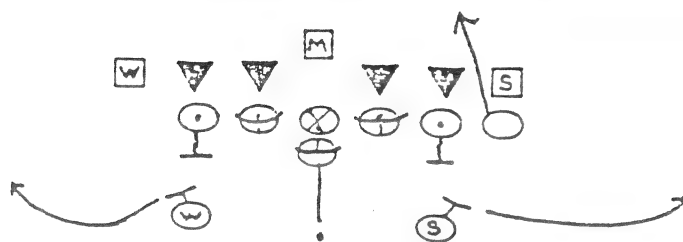


PROTECTION: POCKET

HB & FB HAVE OSLB PICK-UP.
POSSIBLE FAN BLKING EITHER
SIDE VS. 30 DEF.

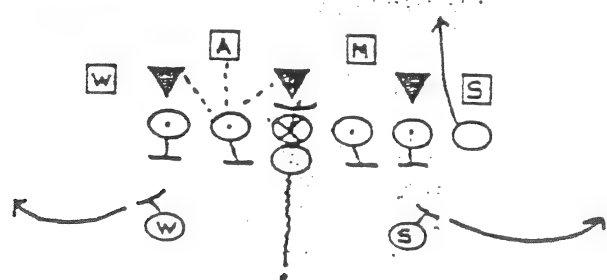
40

QB:



POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - DROP OFF 1½-2 YDS - CHECK MIKE LBER - BE PREPARED TO HELP ON ANYTHING THAT SHOWS INSIDE. VS 30 - CALL ORANGE/YELLOW - TAKE CALL SIDE AWAY
RT GUARD		VS 40 - REG. PASS SET - # DT - "CHILL" HIM ON L.O.S. - DON'T ALLOW PENETRATION. VS 30 - DROP OFF 1½-2 YDS CHK YOUR LBER - WORK TO YOUR OUTSIDE (ORANGE CALL). HELP ON NOSEMAN (YELLOW CALL)
LFT GUARD		VS 40 - REG PASS SET - # DT - "CHILL HIM ON L.O.S." - DON'T ALLOW PENETRATION. VS 30 - DROP OFF 1½-2 YDS - CHECK YOUR LBER - HELP ON NOSEMAN (ORANGE CALL). WORK TO YOUR OUTSIDE (YELLOW CALL)
RT TACKLE	FAN V. OS	VS 40 - REG PASS SET - DROP OFF 1½-3 YDS - # DE. VS 30 - TAKE SHORTER PASS SET - # DE. VS OVERSTACK - MAKE FAN ADJUST. - REG. PASS SET - # DE.
LFT TACKLE	POSS. FAN V. 30	VS 40 - REG PASS SET - DROP OFF 1½-3 YDS - # DE. VS 30 - TAKE SHORTER PASS SET - # DE. VS UNDER - FAN - REG PASS SET - CHECK OUTSIDE DEFENDER
Y		RUN PATTERN CALLED
HB		CHECK WILL: SWING PATTERN, OR RUN PATTERN CALLED - ALERT FAN
FB		CHECK SAM: SWING PATTERN, OR RUN PATTERN CALLED - ALERT FAN

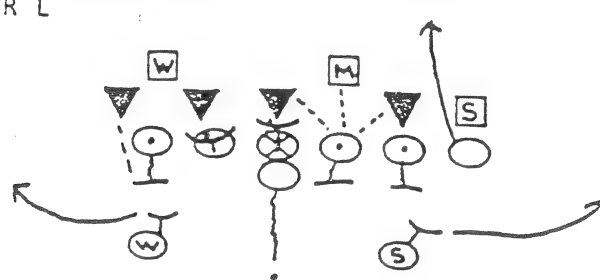
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POSS: FAN

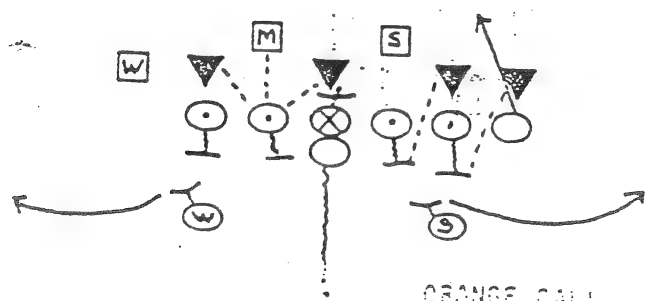
ORANGE CALL

UNDER L



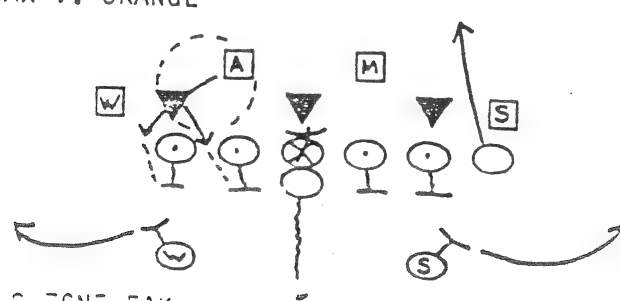
YELLOW CALL

OVERSTACK



ORANGE CALL

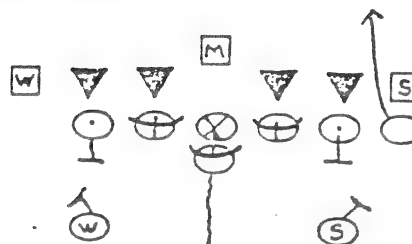
30 EAX V. ORANGE



LT/LC TONE FAN

PROTECTION: CUP
 SAME AS POCKET PROTECTION
 BACKS WILL CHK LBER'S THEN
 HELP WITH MDM PICK-UP

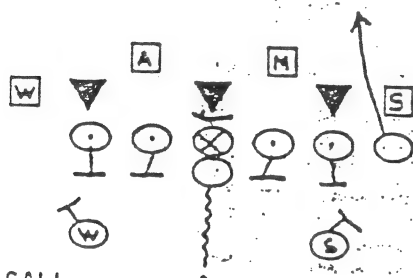
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QB:

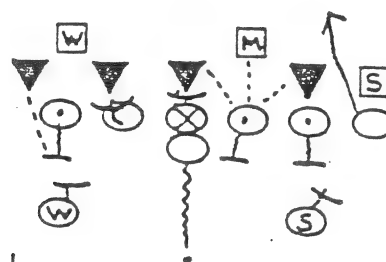
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION
RT GUARD		SAME AS POCKET PROTECTION
LFT GUARD		SAME AS POCKET PROTECTION
RT TACKLE	POSS: FAN VS 30	SAME AS POCKET PROTECTION <u>EXCEPT</u> YOUR BACK WILL HELP ON MDM POSSIBLE FAN IF WK. SIDE VS 30
LFT TACKLE	POSS: FAN V. 30	SAME AS RT. TACKLE
Y		RUN PATTERN CALLED
HB		CHECK WILL - WORK TO A POSITION TO HELP ON MDM - (DE OR DT) - ALERT FAN
FB		CHECK SAM - WORK TO A POSITION TO HELP ON MDM - (DE OR DT) - ALERT FAN

30



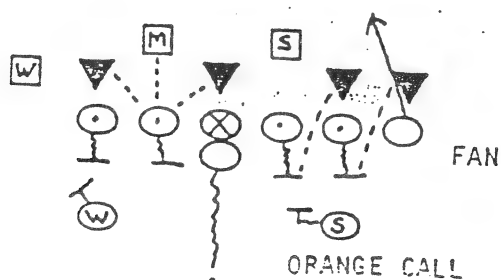
YELLOW CALL

UNDER L



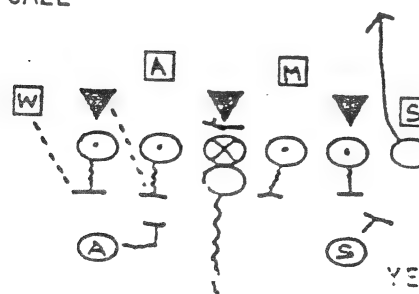
YELLOW CALL

OVERSTACK



ORANGE CALL

30 "FAN CALL"



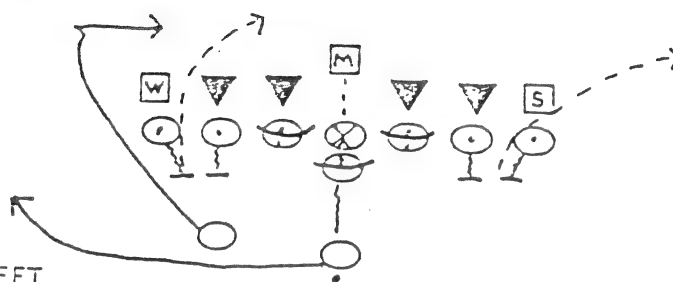
FAN

YELLOW CALL

PROTECTION: JAM LT & RT
TWO TE'S SLOW BLOCK OSLS.
ZONE SOX & WOX. POSSIBLE AXE
CALL BY OT'S. HB & FB NO
PICK-UP

QB:

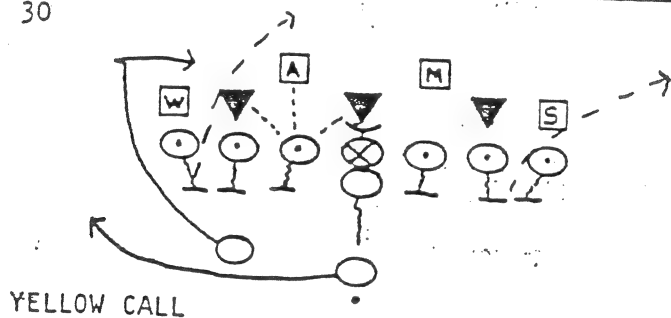
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JAM LEFT

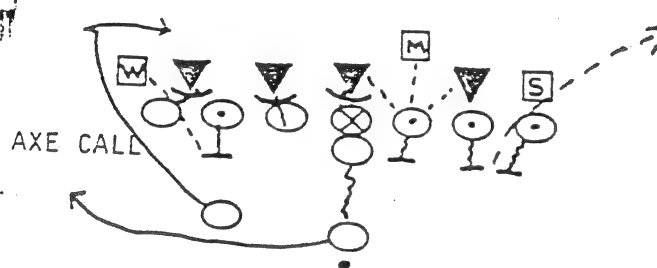
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION
RT GUARD		" " " ALERT YELLOW/ORANGE
LFT GUARD		" " " ALERT YELLOW/ORANGE
RT TACKLE	'SOLID' 'AXE'	SAME AS POCKET PROTECTION VS 40 & 30 WITH Y SLOW BLOCKING VS OVERSTACK CALL 'SOLID' AS Y IS STAYING. MAY CALL AXE
LFT TACKLE	'AXE'	SAME AS POCKET PROTECTION VS 40 & 30 WITH Y SLOW BLOCKING. MAY CALL AX
TWO Y TE'S		SLOW
HB		RUN PATTERN CALLED; YOU HAVE NO PICK-UP
FB		RUN PATTERN CALLED; YOU HAVE NO PICK-UP

30



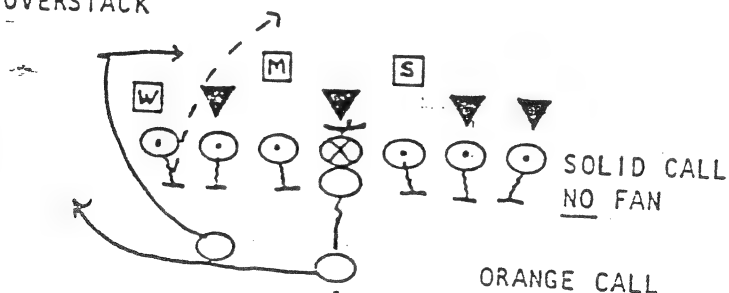
YELLOW CALL

UNDER



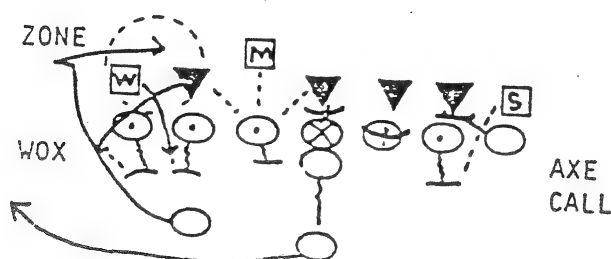
AXE CALL

OVERSTACK



ORANGE CALL

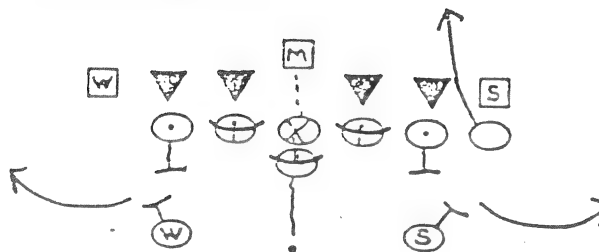
OVER-W/AXE; W/WOX



AXE
CALL

PROTECTION: RIP/LIZ
(STRONGSIDE)
CALL SIDE BACK & GUARD DUAL
READ INSIDE AND OUTSIDE LB
FOR PICK-UP AND RELEASE
RESPONSIBILITY
QB:

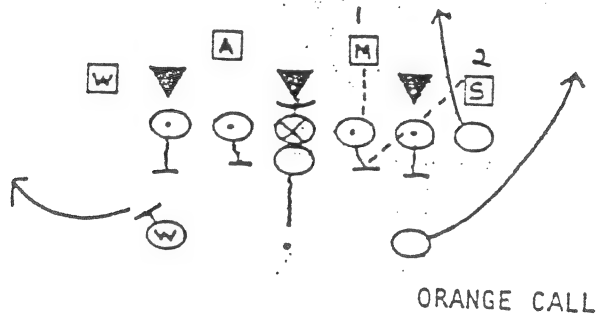
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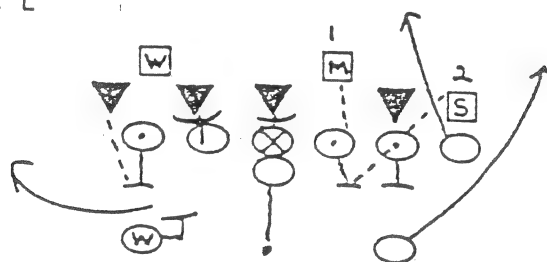
RIP/LIZ IS OFF V. 40

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 REVERT TO POCKET PROTECTION VS OVERSTACK LIZ/RIP WAS STRONG - CALL IT OFF VS 30 - CALL YELLOW/ORANGE TO LIZ/RIP SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 - RIP YOUR SIDE - CHECK LB OVER YOU - IF HE DROPS OFF LOOK FOR OUTSIDE LB. VS OVERSTACK - IF RIP STRONG - IT'S OFF - FAN
LFT GUARD		VS 40 - POCKET PRO. VS 30 - RIP AWAY FROM YOU - HELP ON NOSE TO DE. LIZ STRONG (YOUR SIDE) DUAL READ. VS OVERSTACK - IT'S OFF - FAN
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 - RIP YOUR SIDE - TAKE SHORTER PASS SET - # DE. VS OVERSTACK - IT'S OFF - FAN. LIZ - POCKET PROTECTION
LFT TACKLE		VS 40 - POCKET PRO. LIZ VS 30 - SHORTER PASS SET - # DE. VS OVERSTACK - IT'S OFF - FAN. RIP - POCKET PROTECTION
Y		RUN PATTERN CALLED
HB		IF LIZ/RIP TO YOUR SIDE - CHECK INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED. IF INSD LB BLITZES CHECK OLB. VS OVERSTACK - IT'S OFF
FB		IF LIZ/RIP TO YOUR SIDE - CHECK INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED. IF INSIDE LB BLITZES - CHK OLB. VS OVERSTACK - IT'S OFF

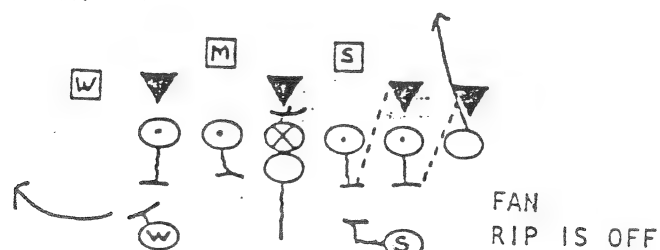
30



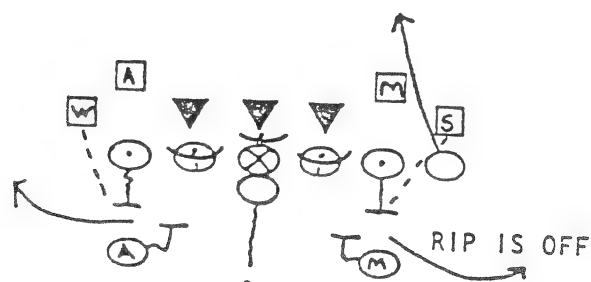
UNDER L

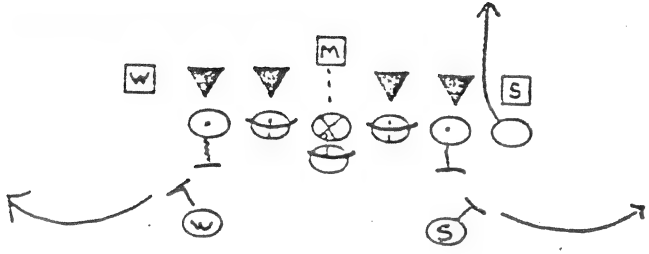


OVERSTACK

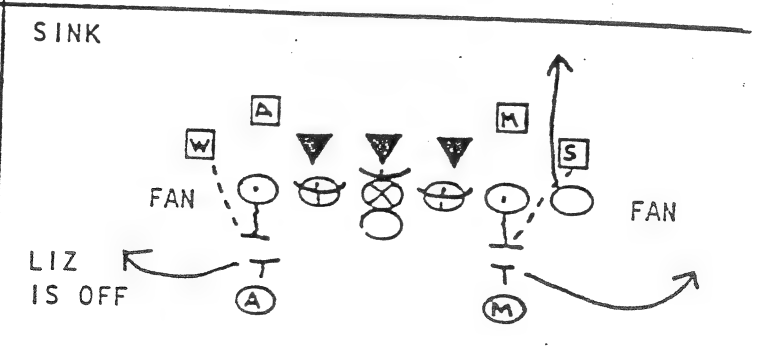
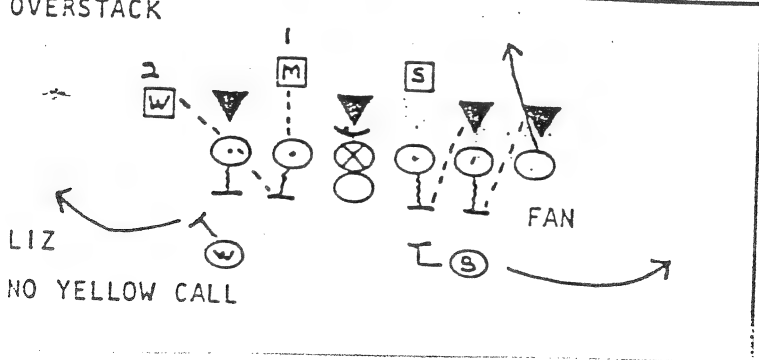
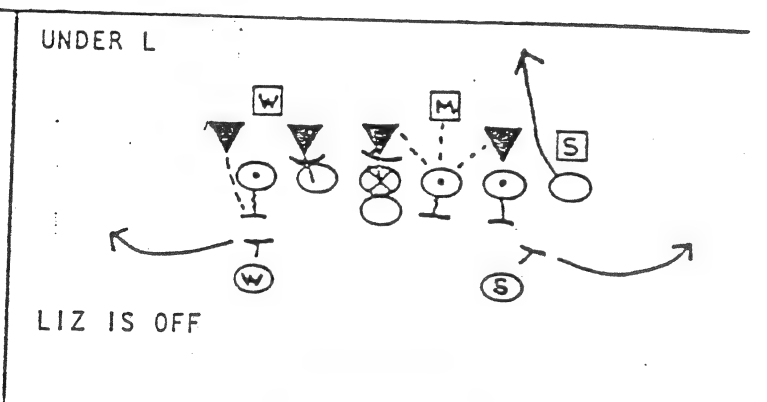
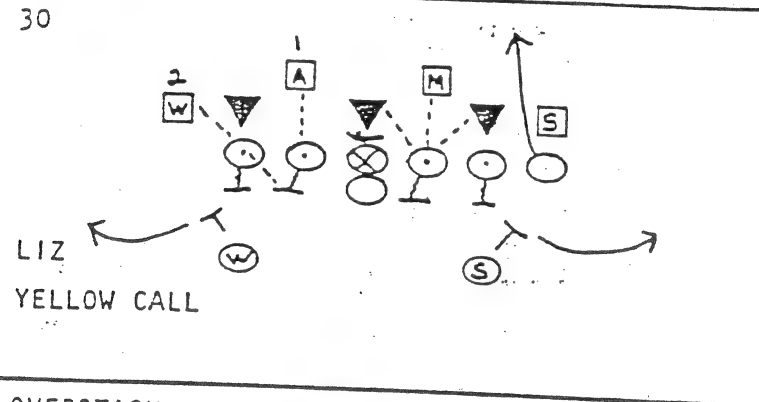


SINK



<p>PROTECTION: LIZ/RIP (WEAKSIDE) CALL SIDE BACK & GUARD DUAL READ INSIDE LBER AND OUTSIDE LBER FOR PICK-UP & RELEASE RESPONSIBILITY QB:</p>	<p>40</p>  <p>LIZ/RIP IS OFF V. 40</p>
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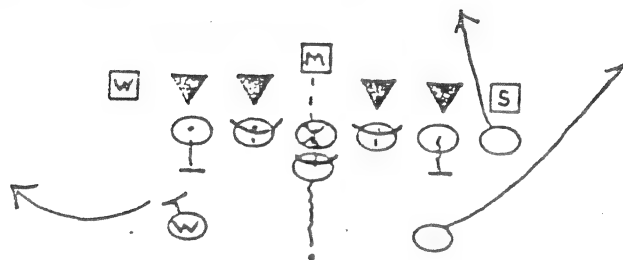
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 REVERT TO POCKET PROTECTION VS OVERSTACK LIZ/RIP (WEAK) EXPECT NO BACKSIDE HELP VS 30 - CALL YELLOW/ORANGE TO LIZ/RIP SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 - CALL YOUR SIDE - CHK LB OVER YOU - IF HE DROPS OFF LOOK FOR WILL; CALL AWAY FROM YOU HELP ON NT TO DE; V OS FA
LFT GUARD		VS 40 POCKET PRO. VS 30 - CALL YOUR SIDE - CHK LB OVER YOU - IF HE DROPS LOOK FOR WILL; CALL AWAY FROM YOU HELP NT TO DE; V. OS FAN
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 - RIP YOUR SIDE - TAKE SHORTER PASS SET - # DE. LIZ AWAY - POCKET PROTECTION
LFT TACKLE		VS 40 - POCKET PRO. VS 30 - LIZ YOUR SIDE - TAKE SHORTER PASS SET # DE. RIP AWAY - POCKET PROTECTION
Y		RUN PATTERN CALLED
HB		IF LIZ/RIP TO YOUR SIDE - CALL INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED; IF INSIDE LB BLITZES CHECK OLB
FB		IF LIZ/RIP TO YOUR SIDE - CALL INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED; IF INSIDE LB BLITZES - CHECK OLB



PROTECTION: SCAT RT & LT
(STRONGSIDE)
CALL SIDE BACK HAS FREE RE-
LEASE. CALL SIDE GUARD HAS
DUAL READ - PICKS UP MDM

QB:

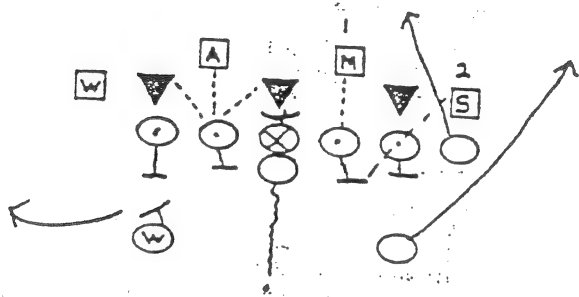
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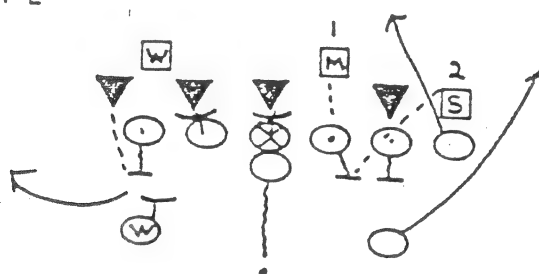
SCAT RT (STRONGSIDE)

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - POCKET PRO. VS 30 OR OVERSTACK, CALL ORANGE/YELLOW TO SCAT SIDE TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE - DUAL READ PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO.
LFT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE - DUAL READ PICK UP MDM. CALL AWAY FROM YOUR SIDE POCKET PRO. ALERT YELLOW/ORANGE
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOU - POCKET PRO. ALERT YELLOW/ORANGE
LFT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOU - POCKET PRO
Y		RUN ROUTE CALLED
HB		BLOCK WILL
FB		SCAT - RUN ROUTE CALLED

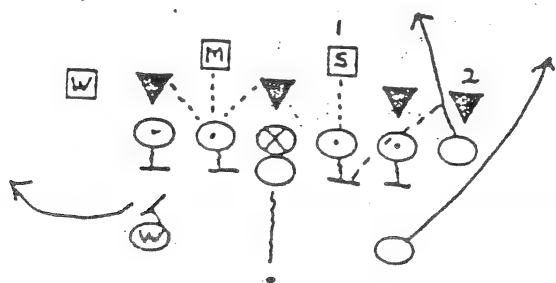
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UNDER L



OVERSTACK

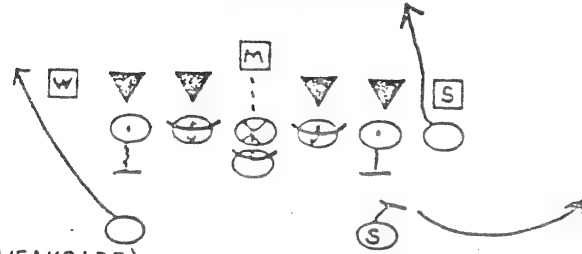


PROTECTION: SCAT LT & RT
(WEAKSIDE)
CALL SIDE BACK HAS FREE
RELEASE. CALL SIDE GUARD HAS
DUAL READ - PICKS UP MDM

QB:

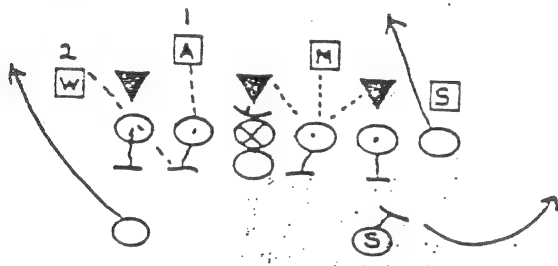
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SCAT LFT. (WEAKSIDE)

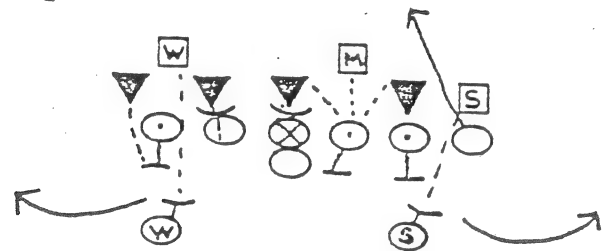


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW	VS 40 - POCKET PRO VS 30 OR OVERSTACK - CALL YELLOW/ORANGE TO SCAT SIDE TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE, DUAL READ PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. CALL AWAY FROM OVERSTACK - FAN. ALERT YELLOW/ORANGE
LFT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE, DUAL READ. PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. CALL AWAY FROM OVERSTACK - FAN. ALERT YELLOW/ORANGE
RT TACKLE		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO. CALL AWAY FROM OVERSTACK - FAN
LFT TACKLE		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO. CALL AWAY FROM OVERSTACK - FAN
Y		RUN ROUTE CALLED
HB		SCAT - RUN ROUTE CALLED
FB		BLOCK SAM

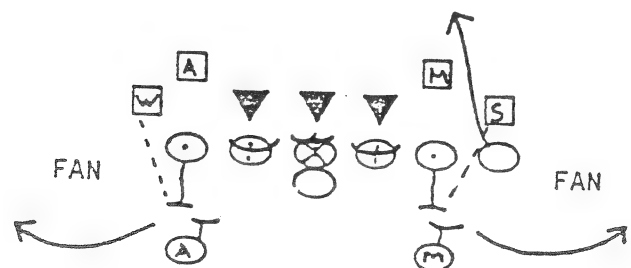
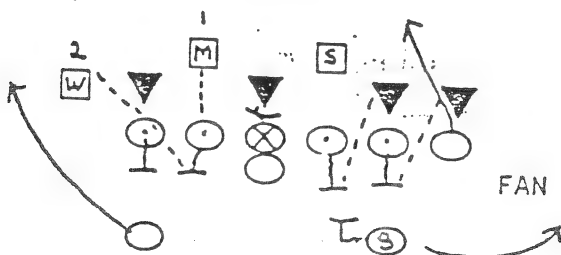
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UNDER L

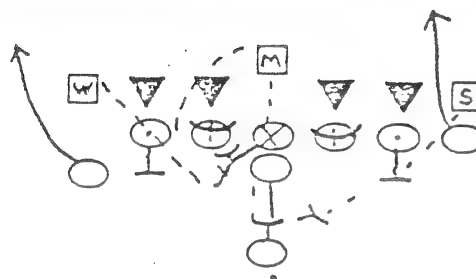


OVERSTACK



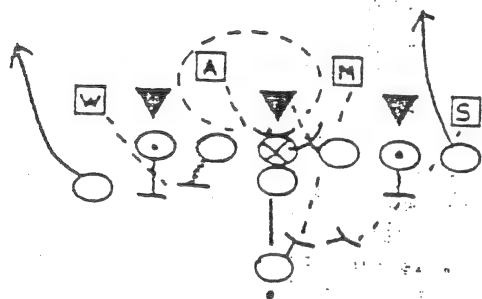
PROTECTION: OPTION LT/RT
BACK TO CALL SIDE HAS FREE
RELEASE. OPEN LINEMAN HAS
OSLB PICK-UP. LINE SLIDE TO
CALL SIDE. REMAINING BACK
HAS DUAL READ AWAY FROM CALL
SIDE.

40

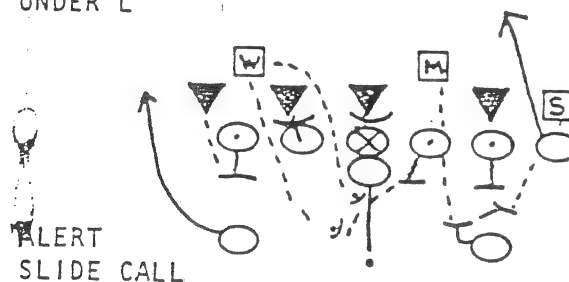


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	VS 40 - CLEAR CHECK WILLIE HOLD A MIDDLE ATTITUDE VS 30 STRONG ARM - JAM INSIDE BACKER TO SIDE VS OVER - ALERT "SOLID" CALL
RT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - BE READY TO MAN TT'S VS 30 SET TO BLK NT - ALERT NAX PICK-UP (MAY USE AGG. SET) VS OVERSTACK - "SOLID" CALL
LFT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - ALERT 'YOU' CALL. MAN TT'S VS 30 - TAKE LIZ SET - CHECK WILLIE VS OVERSTACK - TAKE LIZ SET DUAL READ
RT TACKLE		VS 40 - REG. PASS SET BLOCK MAN OVER YOU VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU. OS - NO FAN
LFT TACKLE		VS 40 - REG. PASS SET BLOCK MAN OVER YOU VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU. OS - NO FAN
Y		CHECK DB POSITIONS BLITZ POSITION BLOCK, BIG MAN OVER BLOCK, DB'S NORMAL - RELEASE
HB		FREE RELEASE
FB		VS 40 CHECK MLB TO SAM INSIDE OUT VS 30 CHECK MLB TO SAM INSIDE OUT

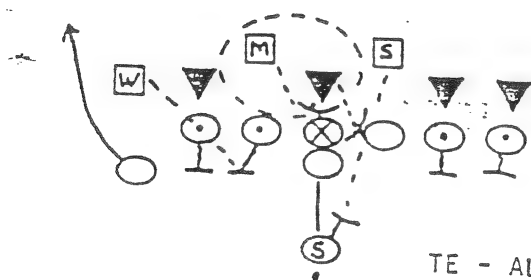
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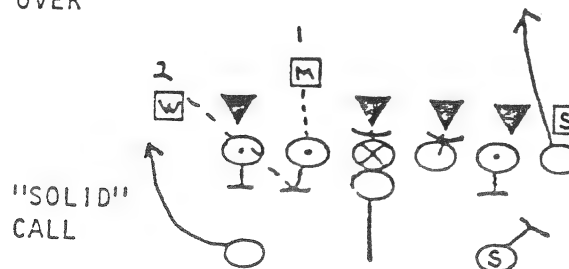
UNDER L

ALERT
SLIDE CALLR.G. OPEN LINE -
MAN

OVERSTACK

TE - ALERT BIG
MAN

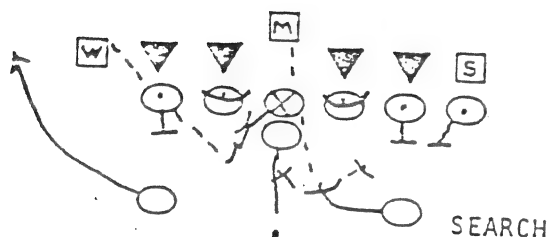
OVER

"SOLID"
CALL

PROTECTION: OPTION- OH -
OPTION PROTECTION FOR OFFEN-
SIVE LINE. HB FREE RELEASE.
FB SEARCH. Y SLOW # (HI/LO
TECH)

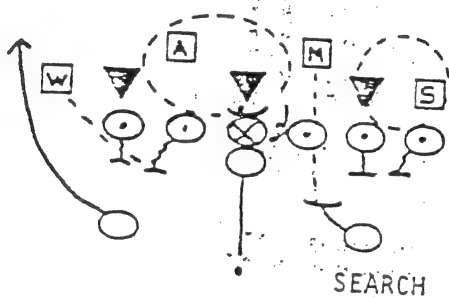
QB:

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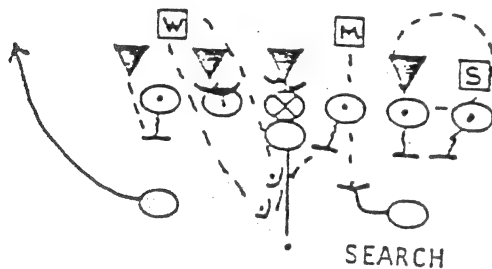


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	VS 40 - CLEAR CHECK WILLIE VS 30 STRONG ARM - JAM INSIDE BACKER TO SIDE. VS OVER - POCKET PROTECTION
RT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - BE READY TO MAN TT'S VS 30 SET TO BLK NT - ALERT NAX PICK-UP (MAY USE AGG. SET) VS OVERSTACK - SET TO BLK N.T. - ALERT NAX PICK-UP.
LFT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - ALERT "YOU" CALL. MAN TT'S VS 30 - # WILLIE IF HE DOGS VS OVERSTACK - # WILLIE IF HE DOGS
RT TACKLE		VS 40 - REG PASS SET BLOCK MAN OVER YOU - ZONE W/Y YOUR SIDE. ALERT SC VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU.
LFT TACKLE		VS 40 - REG PASS SET BLOCK MAN OVER YOU - ZONE W/Y YOUR SIDE. ALERT SC VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU
Y		ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE - SLOW # NO BLITZ RELEASE ON ASSIGNED PATTERN. ALERT SOX POSS: AXE
HB		FREE RELEASE
FB		VS 30 CHECK MLB WORK INSIDE OUT - TO S/S VS 30 CHECK MLB WORK INSIDE OUT - TO S/S NO BLITZ - RELEASE ON ASSIGNED PATTERN

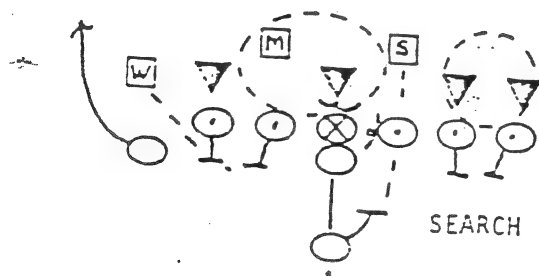
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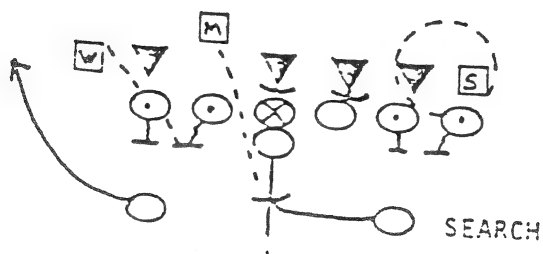
UNDER L



OVERSTACK

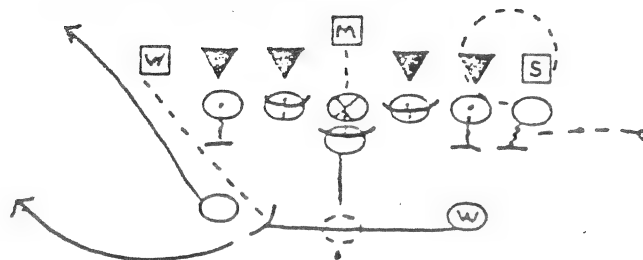


OVER



PROTECTION: HI/LO
BOTH BACKS GOING IN SAME
DIRECTION. SECOND BACK HAS
OSLB PICK UP TO SIDE OF CALL.
Y SLOW BLOCK - AREA WITH O.T.

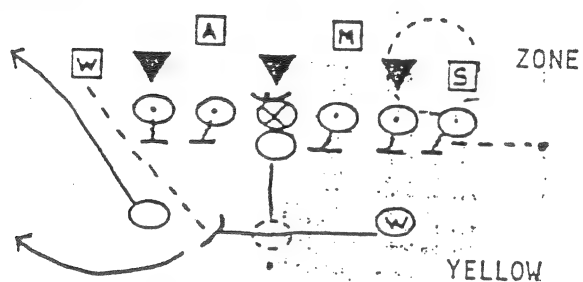
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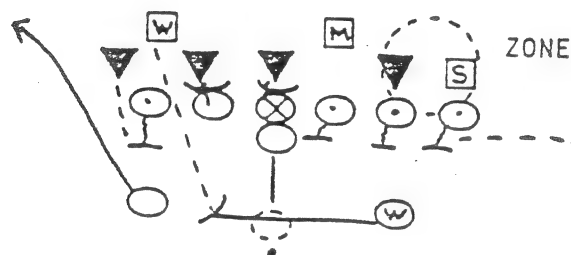
QB:

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION. MAKE YELLOW/ORANGE MAKE CALL AWAY FROM HI/LO CALL
RT GUARD		" " " "
LFT GUARD		" " " "
RT TACKLE	"STAY" "AXE"	SAME AS POCKET PROTECTION VS 40 & 30 - ZONE W/Y YOUR SIDE VS OVERSTACK CALL "STAY" AS Y IS STAYING, MAY CALL AXE
LFT TACKLE		SAME AS POCKET PROTECTION
Y		ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE SLOW # - (BE SETTING UP YOUR SCREEN) ON TACKLE MAY CALL "AXE"
HB		RUN PATTERN CALLED; IF YOU ARE THE OFFSIDE BACK - CHECK WILLIE LBER
FB		RUN PATTERN CALLED; IF YOU ARE THE OFFSIDE BACK - CHECK WILLIE LBER

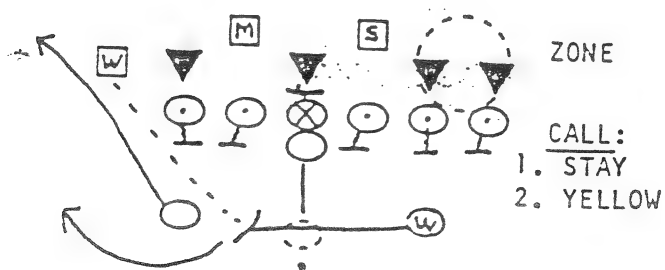
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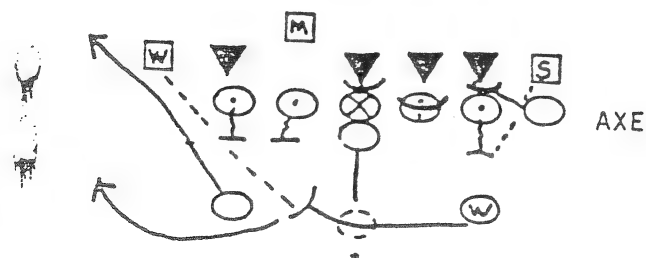
UNDER L



OVERSTACK

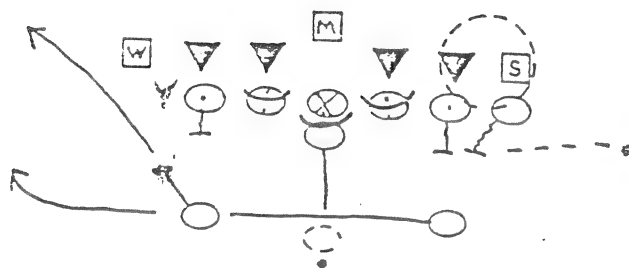


OVER



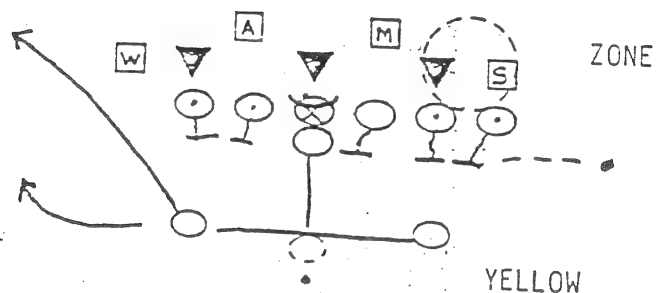
PROTECTION: LEE/RAY
BOTH BACKS GOING IN SAME
DIRECTION. NEITHER BACK
HAS PICK-UP.
Y SLOW BLOCK - AREA WITH O.T.
LIKE HI/LO
QB:

40

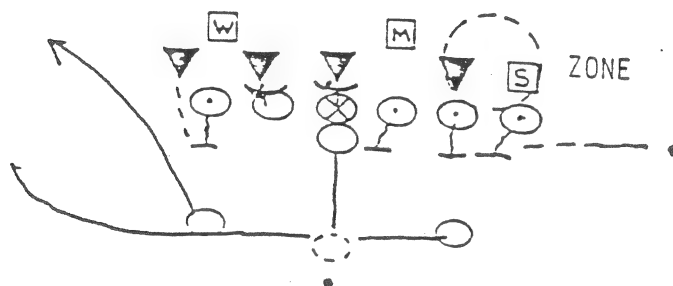


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS. 40 - POCKET PRO. V 30 SAME AS SCAT PROTECTION. MAKE YELLOW/ORANGE MAKE CALL AWAY FROM HI/LO CALL
RT GUARD		VS 40 - POCKET PRO. V 30 OR OVERSTACK. BLK. SCAT PROTECTION. LEE CALL - SCAT LEFT. RAY CALL SCAT RIGHT. DO NO FAN - WHEN SCAT IS AWAY FROM OVERSTACK.
LFT GUARD		VS 40 - POCKET PRO. V 30 OR OVERSTACK BLK. SCAT PROTECTION - LEE CALL - SCAT LEFT. RAY CALL SCAT RIGHT. DO NOT FAN - WHEN SCAT IS AWAY FROM OVERSTACK
RT TACKLE	"STAY" "AXE"	LEE CALL: BLK LO PROTECTION. ZONE STUNTS W/Y (SOX) RAY CALL: BLK SCAT RIGHT.
LFT TACKLE		LEE CALL: BLK SCAT LEFT RAY CALL: BLK HI PROTECTION. ZONE STUNTS W/Y (SOX)
Y		ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE SLOT # - (BE SETTING UP YOUR SCREEN) ON TACKLE MAY CALL "AXE"
HB		RUN PATTERN CALLED.
FB		RUN PATTERN CALLED.

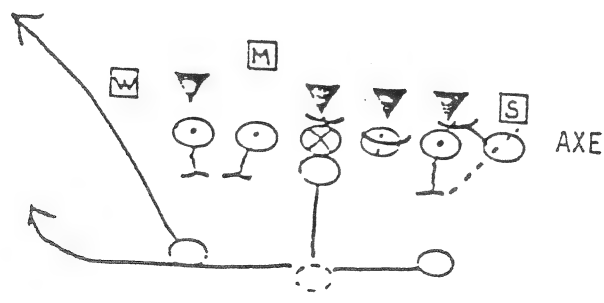
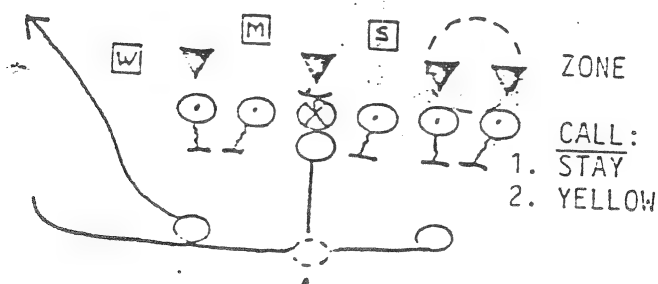
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UNDER L

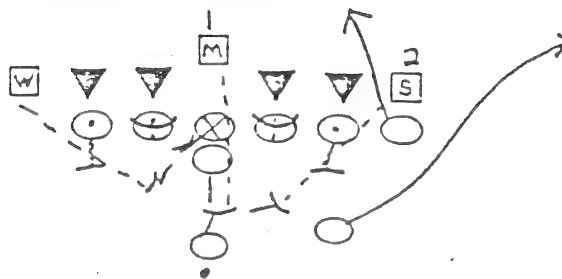


OVERSTACK



PROTECTION: RAM/LION
BOTH BACKS FLOW STRONGSIDE OR
AWAY FROM SLOT. NEAR BACK
FREE RELEASE. FAR BACK DUAL.
READ MLB/SAM

40

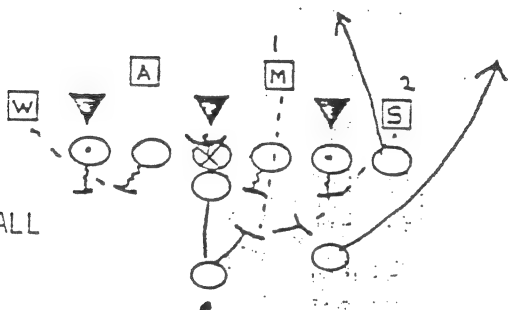


QB:

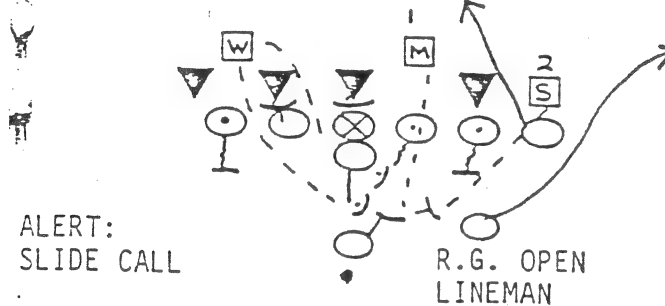
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW	RAM - BLK OPTION LEFT. LION - BLOCK OPTION RIGHT
	ORANGE	
RT GUARD	SOLID	RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT
LFT GUARD	SOLID	RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT (SOLID CALL DUAL RD.)
RT TACKLE		RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT (SOLID CALL DUAL RD.)
LFT TACKLE		RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT
Y		RUN PATTERN CALLED
HB (FAR BACK)		DUAL READ MLB/SAM # MDM
FB (NEAR BACK)		FREE RELEASE - RUN PATTERN CALLED

30

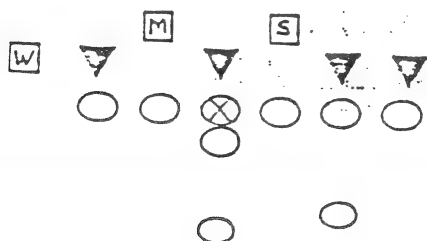
YELLOW CALL



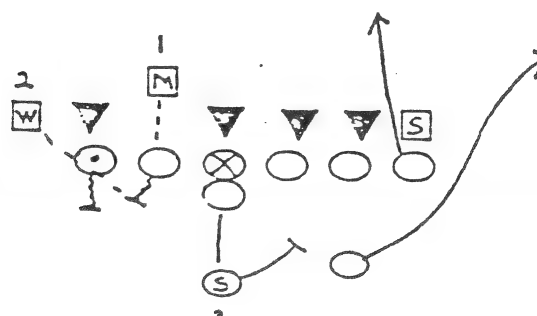
UNDER L



OVERSTACK (WILL NOT CALL V OVERSTACK)

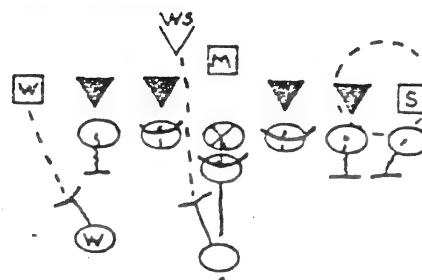


OVER



PROTECTION: LO HI BLITZ
USED IN SAFETY BLITZ SITUATIONS. BOTH BACKS & Y IN PROTECTION

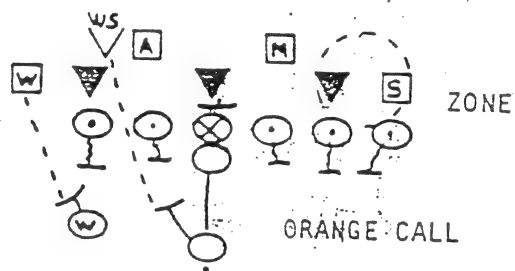
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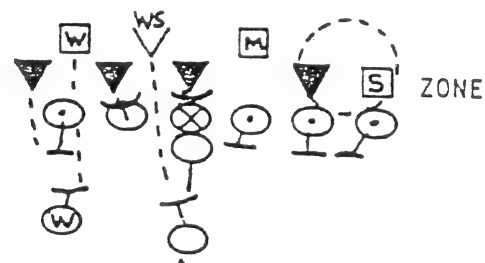
QB:

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS EVEN FRONT - BLK. POCKET PROTECTION VS 30 & OS - WORK YELLOW/ORANGE TECH. WITH YOUR O.G. MAKE CALL AWAY FROM BACKS
RT GUARD		SAME AS POCKET PRO. YELLOW CALL WORK ZONE TECH W/CENTER
LFT GUARD		" " " ORANGE " " " "
RT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE
LFT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE
Y		BLOCK MAN OVER YOU. IF 9 MAN FRONT (BOTH SAFETIES UP) SET - # WHOEVER COMES MDM
HB		CHK.OSLB (COULD BE SAFETY)
FB		BLK SAFETY (DB) TO THE WEAK SIDE CHK. INSIDE OUT.

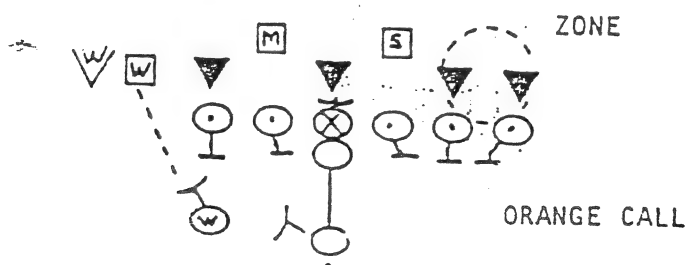
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UNDER L

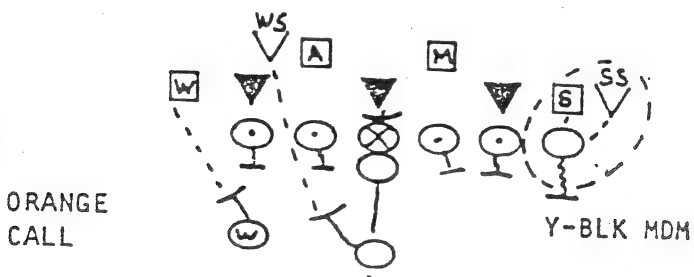


OVERSTACK



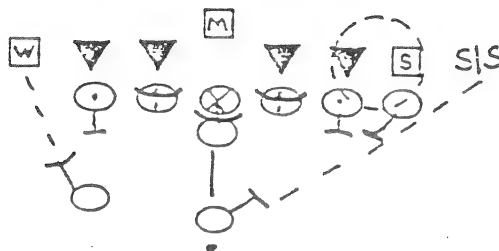
CHECK OUTSIDE

9 MAN FRONT BOTH SAFETIES UP



PROTECTION: MAX
USED IN SAFETY BLITZ SITUATIONS. BOTH BACKS & Y IN PROTECTION.

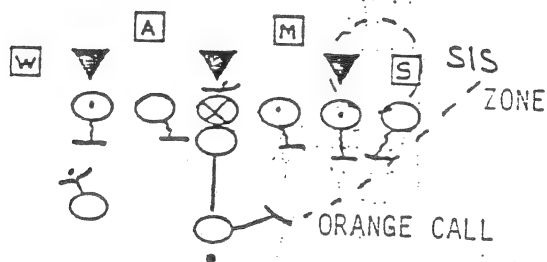
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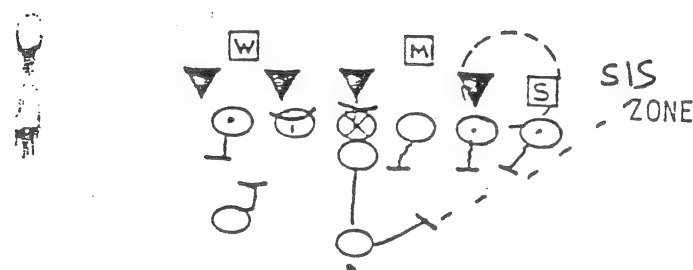
QB:

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS EVEN FRONT - BLK. POCKET PROTECTION VS 30 & OS - WORK YELLOW/ORANGE TECH. WITH YOUR O.G. MAKE CALL
RT GUARD		SAME AS POCKET PRO. YELLOW CALL WORK ZONE TECH W/CENTER
LFT GUARD		SAME AS POCKET PRO. ORANGE CALL WORK ZONE TECH W/CENTER
RT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE. SOX
LFT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE. SOX
Y		BLOCK MAN OVER YOU. ZONE STUNTS WITH O.T. ON YOUR SIDE. SOX
HB		CHK. OSLB (COULD BE SAFETY). BOTH SAFETIES UP FOR BLITZ BLK. MDM BACKSIDE. INSIDE OUT.
FB		BLK SAFETY (SS) CHECK INSIDE OUT. BOTH SAFETIES UP BLOCK, TOWARD Y

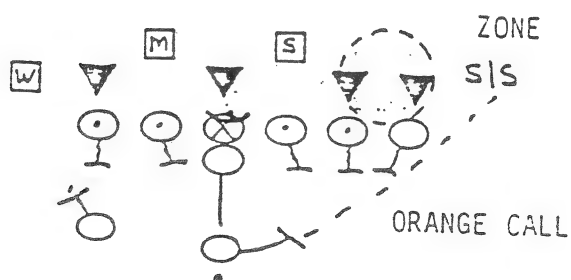
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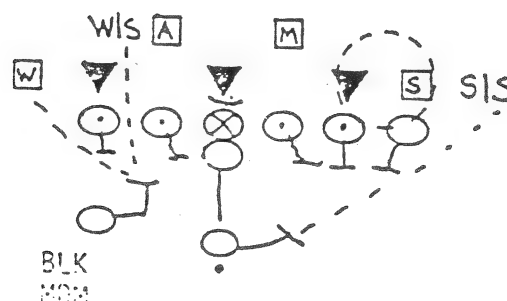
UNDER L



OVERSTACK



ORANGE CALL



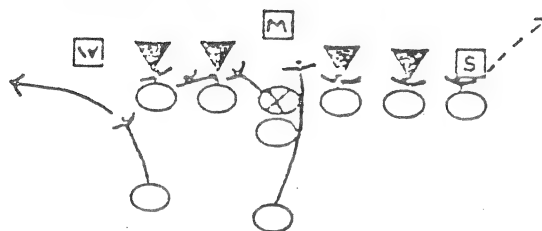
BLK MDM

PLAY PASS PROTECTION

PROTECTION: CHARLIE 10
PLAY ACTION. FG AGGRESSIVE
BLOCK MLB. HB AGGRESSIVE
BLOCK WILLIE IF HE COMES OUT-
SIDE. Y BLOCK MAN OVER YOU.

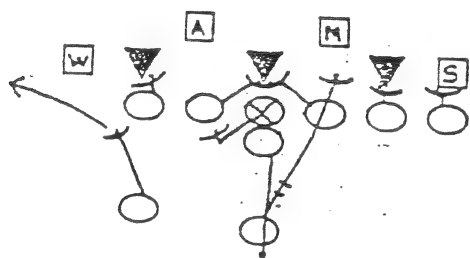
QB:
OPEN BEHIND CENTER.
3 STEPS OR 5 STEPS

40

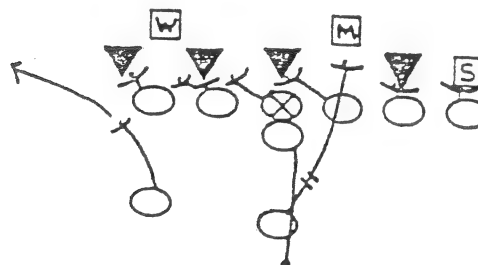


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED # BACK - GUARD WILL STIFF ARM TACKLE COVERED W/BOTH GUARDS UNCOVERED, PROTECT G-T GAP AWAY
RT GUARD		UNCOVERED # DOWN; COVERED # MAN OVER
LFT GUARD		UNCOVERED # DOWN - POSS: SLIDE TO PROTECT YOUR G-T GAP AWAY COVERED 40 STIFF ARM MAN PROTECT T-G GAP AWAY
RT TACKLE		# MAN OVER. PROTECT INSIDE
LFT TACKLE		# MAN OVER, PROTECT INSIDE - UNDER, # MAN ON L.O.S.
Y		# MAN OVER, PROTECT INSIDE
HB		BLOCK WANDA BACKER ONLY IF HE COMES OUTSIDE - IF NOT, RELEASE
FB		VS EVEN FAKE, BLOCK MIDDLE BACKER VS ODD FAKE, BLOCK MIKE

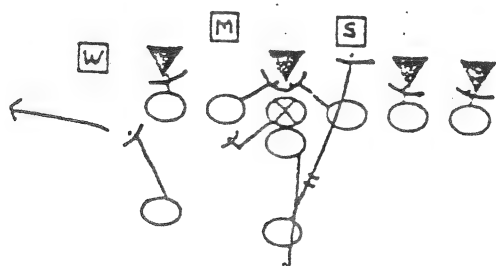
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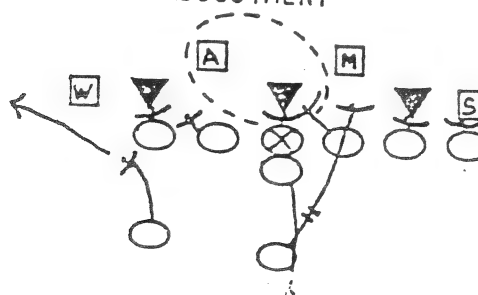
UNDER L



OVERSTACK

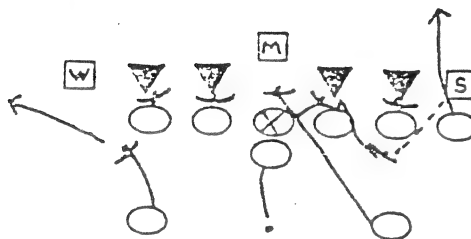


O & OVERSTACK ADJUSTMENT



PROTECTION: PASS 11
PLAY ACTION. FG AGGRESSIVE
BLOCK MLB. HB AGGRESSIVE
BLOCK WILLIE.
Y RELEASE

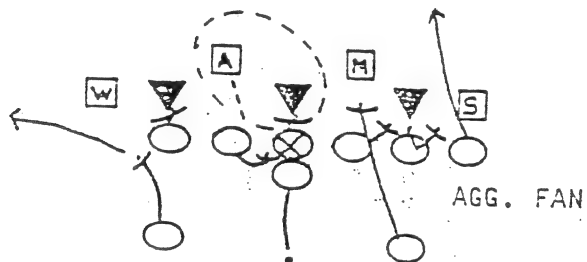
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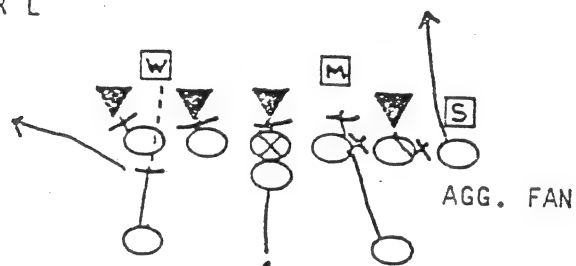
QB:
OPEN BEHIND CENTER
3 STEPS OR 5 STEPS

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		UNCOVERED, # BACK - GUARD WILL STIFF ARM TACKLE. COVERED, # MAN ON. VS 30 & OS ZONE NAX W/OG
RT GUARD		UNCOVERED, AGGRESSIVE FAN # COVERED, STIFF ARM DT. # BACKSIDE OSLBER
LFT GUARD		COVERED, # MAN OVER. UNCOVERED, STEP TO CENTER (ALERT NT SLANT & NAX)
RT TACKLE		VS BUBBLE, FAN #; COVERED, # MAN ON
LFT TACKLE		# MAN OVER, PROTECT INSIDE. VS UNDER # MAN ON L.O.S.
Y		RUN PATTERN.
HB		# OUTSIDE LBER.
FB		VS EVEN, FAKE, BLOCK MLB VS ODD FAKE, BLOCK 1ST MAN OVER ONSIDE GUARD

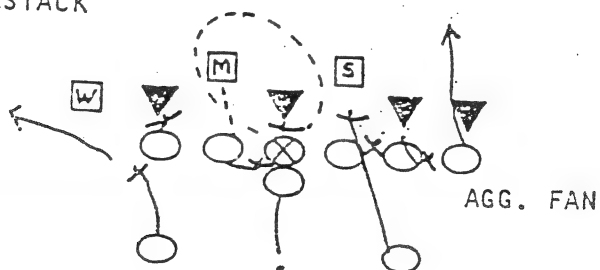
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UNDER L

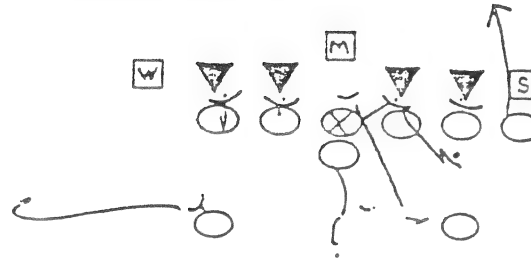


OVERSTACK



PROTECTION: PASS 20/30 PAINT
AGGRESSIVE PASS - PRO.
WITH O LINE RESPONSIBLE FOR
SAM. FB PICK-UP MLB. HB

40

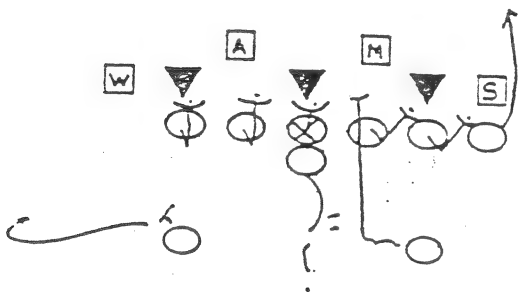


QB: FK PAINT

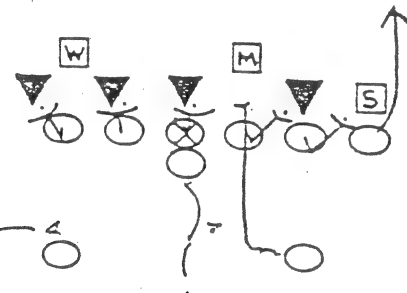
5 STEPS OR 7 STEPS

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YOU ME	EVEN: # DT PLAYSIDE VS 30, OS, UNDER: # MAN OVER YOU
RT GUARD		ONside - VS EVEN: STIFF DT PICK-UP SAM. VS BUBBLE: FAN # BACKside - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YOU
LFT GUARD		ONside - VS EVEN: STIFF DT PICK-UP SAM. VS BUBBLE: FAN # BACKside - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YOU
RT TACKLE		ONside - VS EVEN BLOCK MAN OVER YOU. VS 30, OS, UNDER: FAN # END MAN ON L.O.S. BACKside - # MAN OVER YOU (FAN UNDER L)
LFT TACKLE		ONside - VS EVEN BLOCK MAN OVER YOU. VS 30, OS, UNDER: FAN # END MAN ON L.O.S. BACKside - # MAN OVER YOU (FAN UNDER L)
Y		RELEASE RUN PATTERN CALLED
HB		CHECK WLB - RELEASE
		PICK-UP MLB

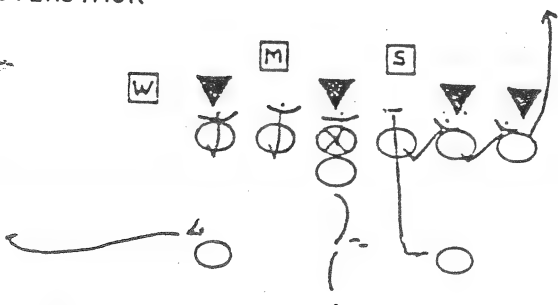
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UNDER L

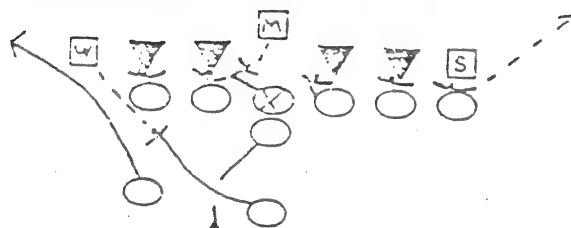


OVERSTACK



PROTECTION: PASS 80 SLANT
PLAY ACTION OFF SLANT BLOCK-
ING FOR O-LINE. Y BLOCK AGG.
HI/LO TECH. BACKS RUN AGG.
HI/LO ASSIGNMENTS

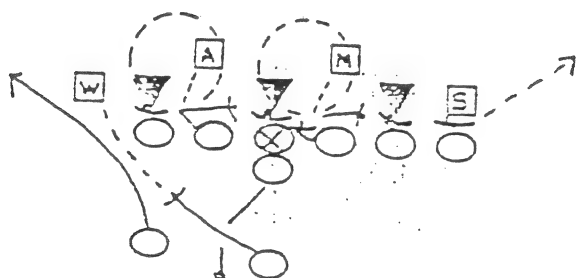
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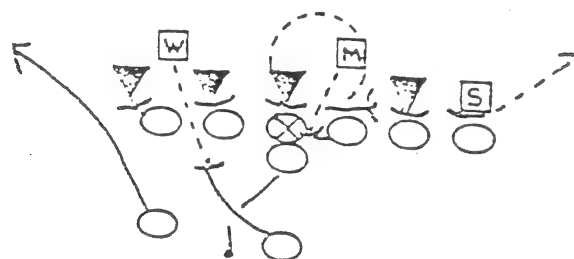
QB:
OPEN BEHIND GUARD 3 STEPS,
5 STEPS OR 7 STEPS.

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, SELL SLIP - RESPONSIBLE FOR DT OR MLB. VS ODD, SELL SWAP - RESPONSIBLE FOR NT OR MLB, (BACKSIDE GUARD COVERED ≠ MAN OVER)
RT GUARD		COVERED BLOCK DL OVER YOU - CUT HIM OFF UNCOVERED SELL SWAP - RESPONSIBLE MLB OR NT ZONE ALL STUNTS
LFT GUARD		VS EVEN, SELL SLIP - IF C IS COVERED, ≠ DL OVER YOU. VS ODD, SELL T-G SLIP - RESPONSIBLE DE OR A-BACKER, ZONE ALL STUNTS
RT TACKLE		≠ DEFENDER COVERING YOU. VS. BUBBLE SELL SWAP, (ZONE ALL STUNTS W/YOUR GUARD & Y)
LFT TACKLE		VS EVEN ≠ DE LIKE 50/40 LEAD - PROTECT INSIDE VS ODD (YOUR OG UNCOVERED) SELL SLIP - RESPONSIBLE FOR DE OR A-BACKER
Y		≠ AGGRESSIVE HI/LO TECH
HB		RUN PATTERN CALLED; IF YOU ARE THE OFFSIDE BACK - CHK WILLIE.
FB		RUN PATTERN CALLED; IF YOU ARE OFFSIDE BACK CHK WILLIE

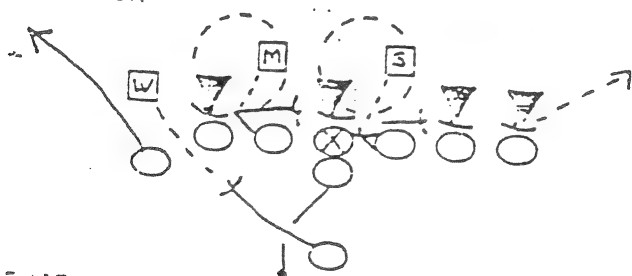
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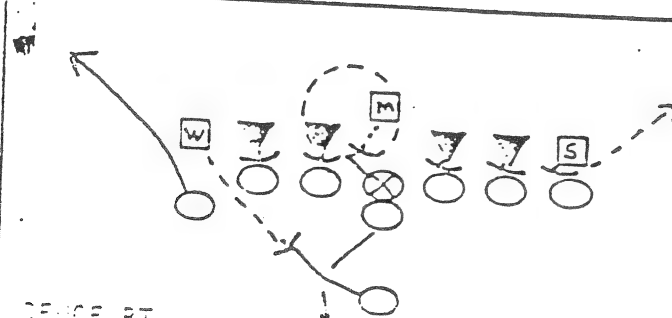
UNDER L



OVERSTACK



CEUCE RT

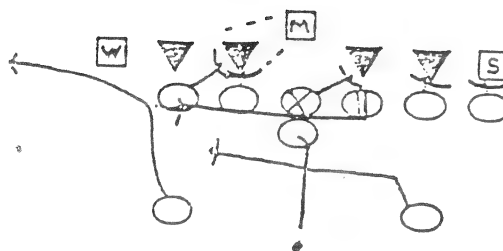


CEUCE RT.

PROTECTION: PASS 40/50 TRAP
O. LINE RUN 40/50 TRAP. HB
FAKE TRAP, RUN PATTERN. FB
FAKE TRAP, RESPONSIBLE FOR
WILLIE.

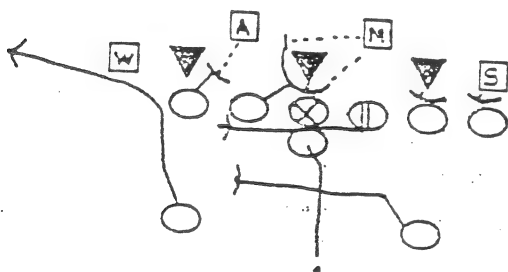
QB:
OPEN BEHIND CENTER
3 STEP, 5 STEP OR 7 STEP
DROP.

40

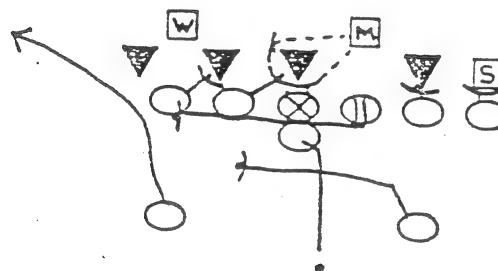


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BLOCK 40/50 TRAP
RT GUARD		BLOCK 40/50 TRAP
LFT GUARD		BLOCK 40/50 TRAP
RT TACKLE		BLOCK 40/50 TRAP
LFT TACKLE		BLOCK 40/50 TRAP
		BLOCK MAN OVER YOU
HB		START 40/50 TRAP _ RUN PATTERN
FB		RUN 40/50 TRAP COURSE _ PICK-UP WILLIE

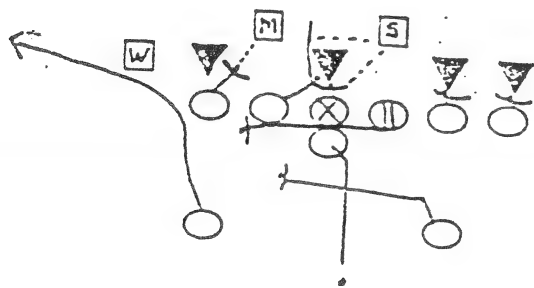
30



UNDER L

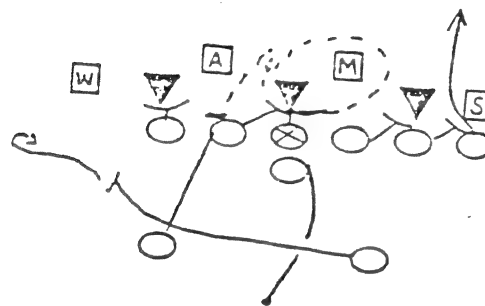


OVERSTACK



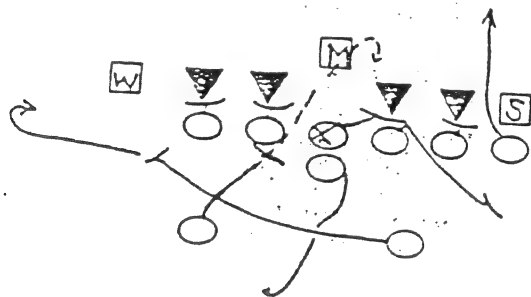
PROTECTION: CHARLIE 40/50
WHAM. AGGRESSIVE PASS PRO-
TECTION, WITH O. LINE
SLIDING AWAY FROM CALL. HB
& FB PICK-UP MLB & OSLB TO
CALL SIDE

QB:
OPEN BEHIND GUARD
5 STEPS OR 7 STEPS

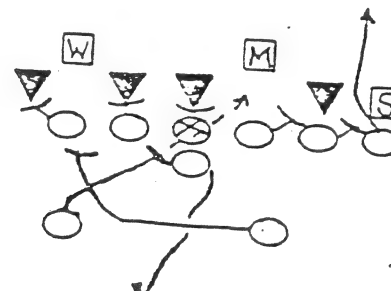


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK (EXCEPTION AWAY FROM UNDER) VS 30 & OS, STIFF ARM MAN OVER - EYEBALL INSIDE LBER AWAY. ZONE NMX UNDER - CALL WK SIDE - BLK MAN OVER YOU
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE AGGRESSIVE FAN. COVERED BACKSIDE STIFF ARM MAN OVER YOU PICK-UP OSLB YOUR SIDE
LT GUARD		" " " " " " " " " "
RT TACKLE		COVERED ONSIDE, # MAN OVER YOU. UNCOVERED ONSIDE, FAN # COVERED BACKSIDE, 43 # MAN OVER YOU, 30, OS, UNDER FAN #.
LT TACKLE		" " " " " " " " " "
Y		RUN PATTERN
HB		# MLB
FB		# END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED # LBER OVER HIM. (REDUCED LOOK)

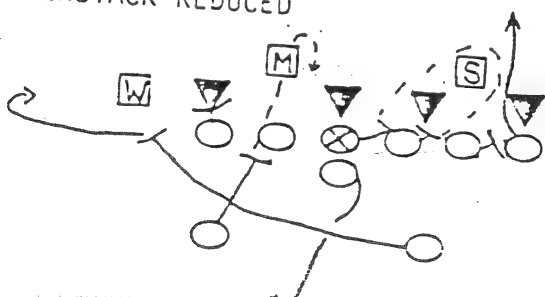
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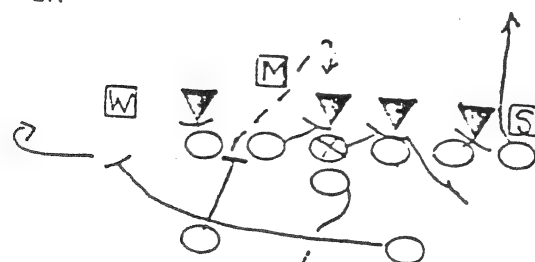
UNDER L



OVERSTACK REDUCED

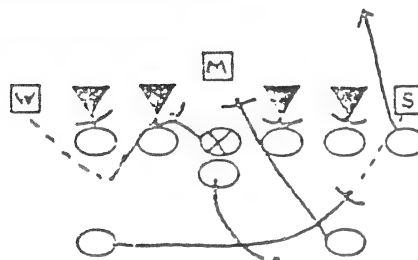


OVER



PROTECTION: CHARLIE 40/50
LEAD. AGGRESSIVE PASS PROTEC-
TION. WITH O. LINE SLIDING
FROM CALL. HB & FB PICK-UP
MLB AND OSLB TO CALL SIDE.

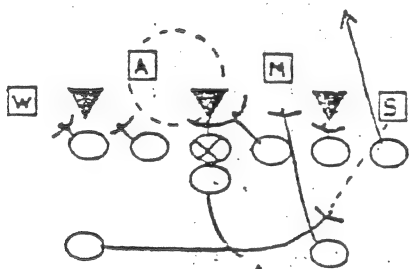
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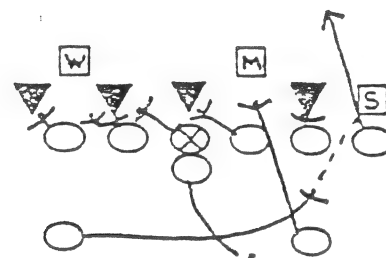
QB:
OPEN BEHIND GUARD
5 STEPS OR 7 STEPS

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30 & OS, STIFF ARM MAN OVER YOU - EYEBALL "A" BACKER - ZONE MAX. VS OVER # MAN OVER YOU (ALERT "YOU"/"ME")
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE, AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP WILLIE
LFT GUARD		" " " " " " " " " " " "
RT TACKLE		COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE FAN # COVERED BACKSIDE, 43 # MAN OVER YOU. 30, OS, UNDER, OVER, # AGG. FAN.
LFT TACKLE		" " " " " " " " " " " "
		RUN PATTERN
HB		FAKE, BLK. END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, BLK LBER OVER HIM (REDUCED LOOK)
FB		FAKE 40/50 LEAD, # MLB

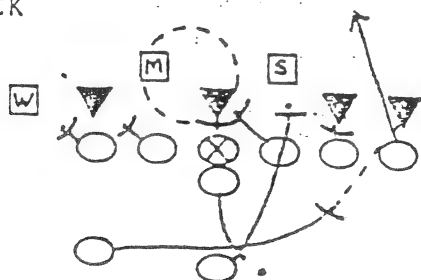
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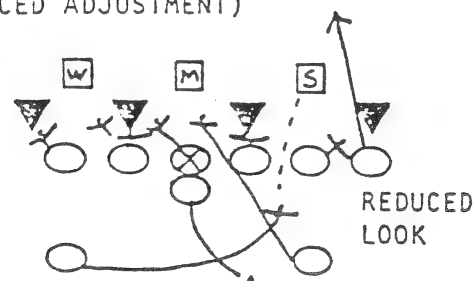
UNDER L



OVERSTACK

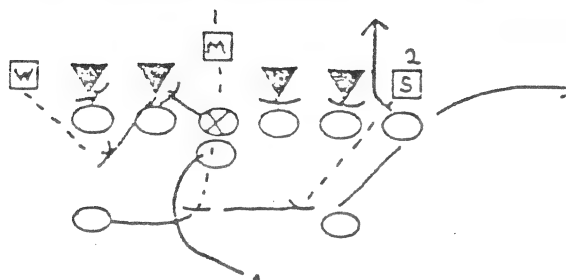


4LS (REDUCED ADJUSTMENT)



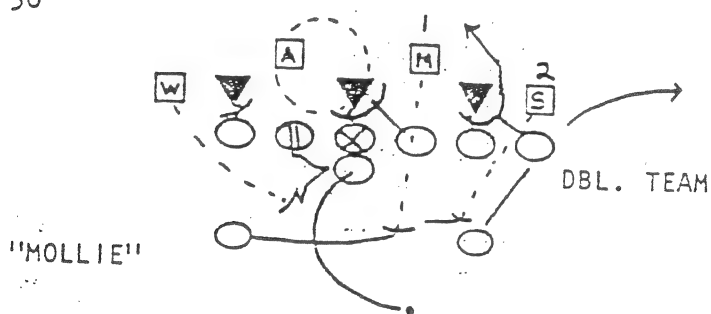
PROTECTION: CH 40/50 PWR
 SELL DBL TEAM BLK. BY Y &
 ONSIDE TACKLE. BACKS FAKE
 PWR. FB RELEASE HB DUAL READS
 UNCOVERED BACKSIDE GUARD
 "MOLLIE" BLOCK
 QB:
 SET UP 7-10 YDS BEHIND GUARD

40

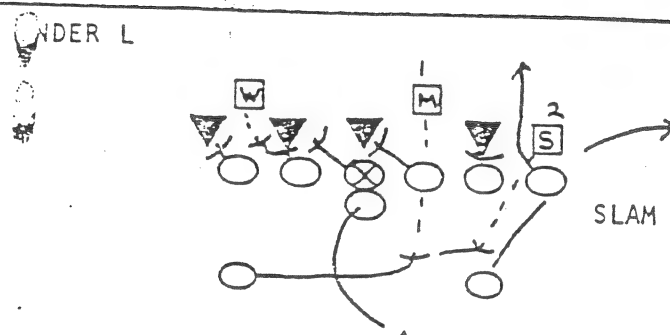


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30, OS, STIFF ARM MAN OVER YOU - EYEBALL "A" BACKER - ZONE MAX. VS OVER, # MAN OVER YOU (ALERT "YOU"/"ME")
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE, PULL "MOLLIE" #. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK UP OSLB
LFT GUARD		" " " " " " " " " " " "
RT TACKLE		BLOCK DE ONSIDE, ALERT SLAM TECH. & DOUBLE TEAM TECH OF Y. BLOCK DE BACKSIDE
LFT TACKLE		BLOCK DE BACKSIDE. BLOCK DE ONSIDE ALERT SLAM TECH & DBL TM TECH OF Y
Y		SLAM RELEASE. POWER TECH., HOLD DBL TEAM BLOCK W/TACKLE, THEN RELEASE
HB		FAKE PWR, HAND OFF, DUAL READ MLB TO OSLB. PICK UP MDM
FB		FAKE PWR BLOCK, RUN PATTERN

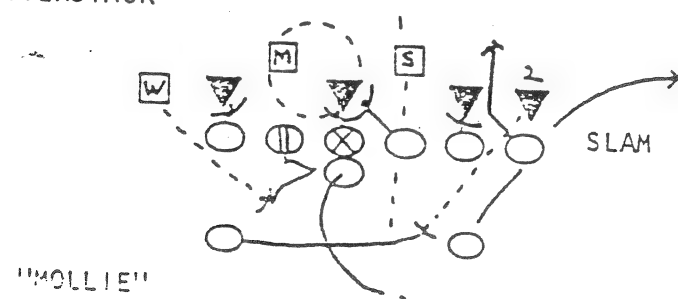
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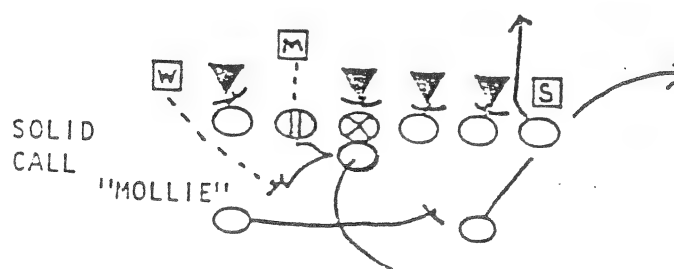
UNDER L



OVERSTACK

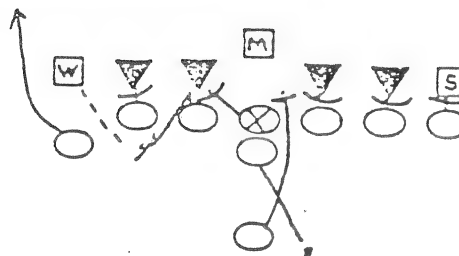


OVER: BACKSIDE OG. DUAL READ



PROTECTION: CHARLIE 60/70
PLAY ACTION. FB AGGRESSIVE
BLOCK MLB. HB OR Y TO CALL
SIDE #. HB OR Y AWAY FROM
CALL RELEASE

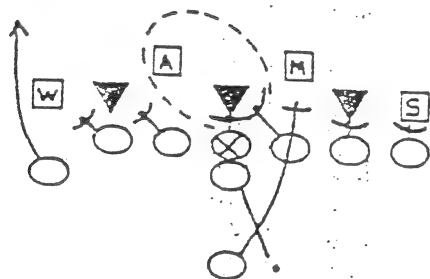
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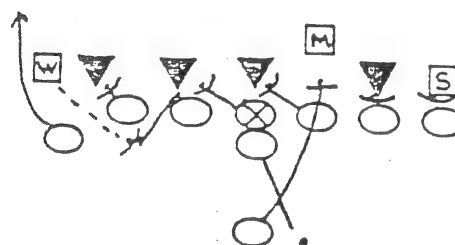
QB:
OPEN BEHIND GUARD
5 STEPS OR 7 STEPS

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT BLOCK CHARLIE 40/50 PROTECTION
RT GUARD		BLOCK CHARLIE 40/50 PROTECTION
LFT GUARD		BLOCK CHARLIE 40/50 PROTECTION
RT TACKLE		BLOCK CHARLIE 40/50 PROTECTION NO FAN # TO CALL SIDE VS REDUCED LOOK
LFT TACKLE		" " " " " "
Y		# MAN OVER YOU, PROTECT INSIDE. IF CALL IS AWAY FROM YOU, RELEASE RUN PATTERN CALLED
HB		RUN PATTERN CALLED IF CALL IS TO YOUR SIDE, # M N OVER YOU, PROTECT INSIDE
FB		VS EVEN # MIKE VS ODD # MLB TO CALL SIDE

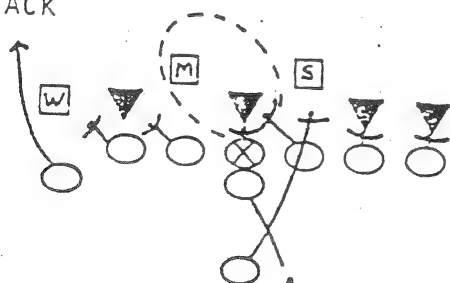
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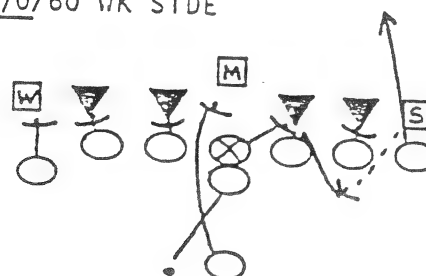
UNDER L



OVERSTACK

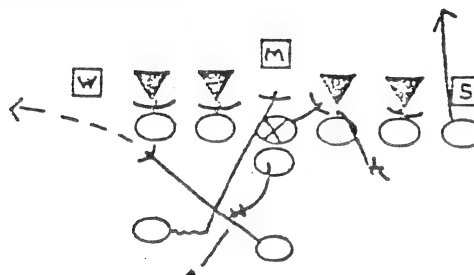


CHARLIE 70/60 WK SIDE



PROTECTION: CH 40/50 LAG
HB SET UP BEHIND ONSIDE
TACKLE, # MLB. FB # WILLIE.
O. LINE SLIDE AWAY FROM CALL
SIDE.

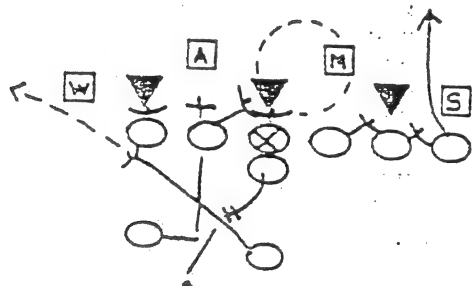
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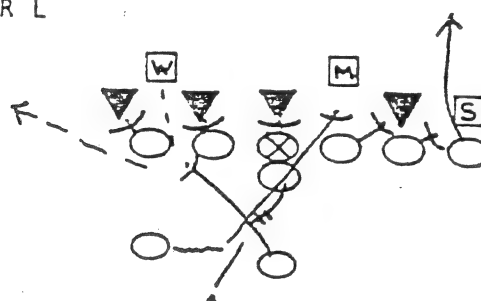
QB:
REVERSE OUT - SET UP BEHIND
THE GUARD

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YOU ME	BLOCK LIKE CH 40/50 SLANT
RT GUARD		BLOCK LIKE CH 40/50 SLANT
LFT GUARD		BLOCK LIKE CH 40/50 SLANT
RT TACKLE		BLOCK LIKE CH 40/50 SLANT
LFT TACKLE		BLOCK LIKE CH 40/50 SLANT
Y		RELEASE - RUN PATTERN
HB		SET-UP BLOCK MLB
FB		BLOCK WILLIE - RELEASE

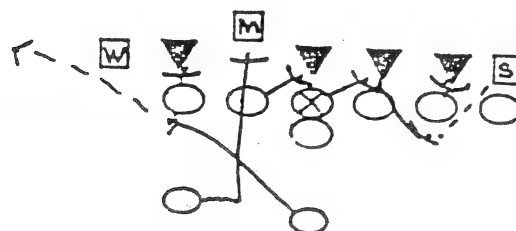
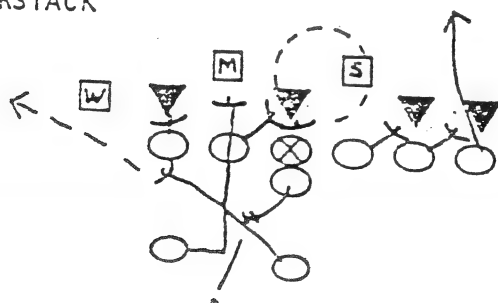
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UNDER L



OVERSTACK

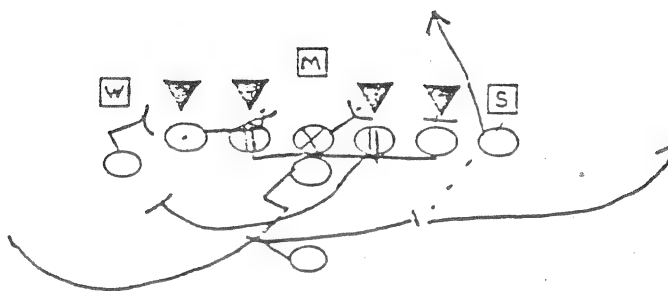


ACTION PASS PROTECTION

PROTECTION: WAGGLE LT/RT
AGGRESSIVE ON THE LINE
PROTECTION.

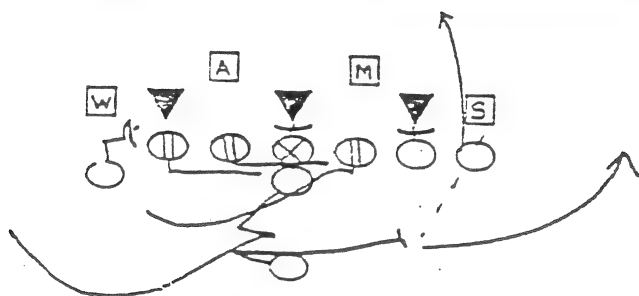
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QB: FK PWR-TRAP SPRINT OUT.

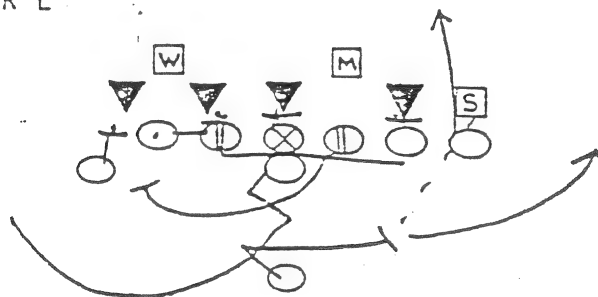


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN BLK BACK COVERED BLK MAN OVER (NT)
RT GUARD		BACKSIDE: PULL DEEP-LEAD - LOOK FOR END MAN ON L.O.S. ONside: PULL SHALLOW LOOK FOR MIKE BLITZ
LFT GUARD		ONside: PULL SHALLOW LOOK FOR MIKE BLITZ BACKSIDE: PULL DEEP - LEAD LOOK FOR ENDMAN ON L.O.S.
RT TACKLE		BACKSIDE: # MAN OVER - PROTECT INSIDE. VS BUBBLE OVER G-PULL ALERT A BLITZ
LFT TACKLE		ONside: VS ON G COVERED = PULL CLIP MAN ON G ONside: VS BUBBLE OVER G - PULL ALERT A BLITZ. VS ON G COVERED - PULL CLIP MAN ON G
Y		BACKSIDE: # MAN OVER - PORTECT INSIDE
HB		RELEASE RUN PATTERN. CALLED
FB		FK 60/70 POWER TRAP CHK SAM

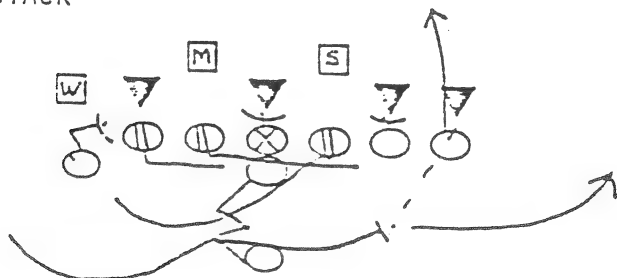
30



UNDER L



OVERSTACK

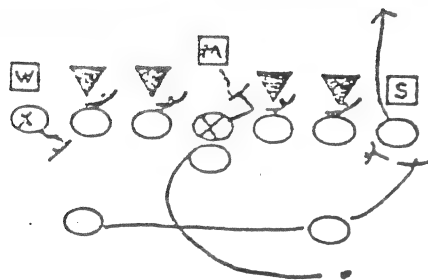


PROTECTION: ROLL RT/LT
AGGRESSIVE ON THE LINE PRO-
TECTION. BASIC INSIDE GAP
PROTECTION. ONSIDE BACK & Y
IN PATTERN, BACKSIDE BACK &
X, PROTECTION

QB:

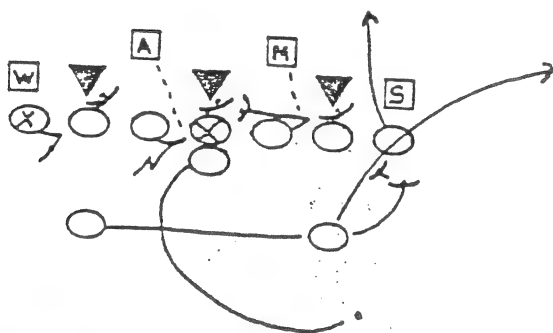
KEY OUTSIDE RUSH. ROLL OUT-
SIDE OR SET UP OUTSIDE THE
TACKLE

40

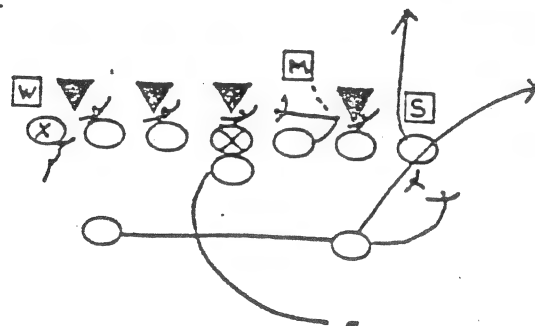


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE COVERED, # NT
RT GUARD		VS EVEN, # MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT
LFT GUARD		VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - ALERT NT SLANT - CHK LBER, # BACKSIDE
RT TACKLE		# MAN OVER YOU. UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM
LFT TACKLE		STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE. UNCOVERED, STEP PLAYSIDE GAP - CHECK LBER - HELP ON MDM
Y		RUN PATTERN
X		STEP PLAYSIDE GAP - # MDM BACKSIDE
HB		# OSLB, PLAYSIDE. NO DOG, HELP INSIDE
FB		RUN PATTERN

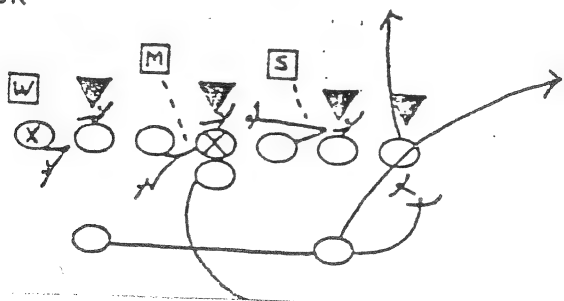
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UNDER L

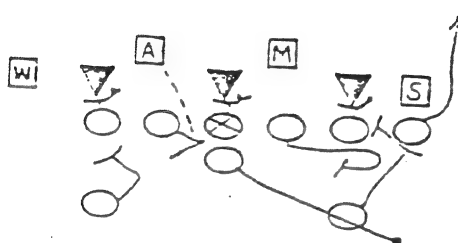


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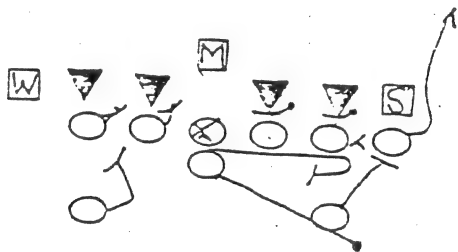
PROTECTION: SPRINT RT/LT
 AGGRESSIVE ON THE LINE PRO-
 TECTION. BASIC ONSIDE GAP
 PROTECTION. ONSIDE BACK #
 OSLBER CALL SIDE. BACKSIDE
 BACK # BACKSLIDE OSL
 QB:
 SPRINT OUT SET UP
 5 STEPS OUTSIDE THE TACKLE

30

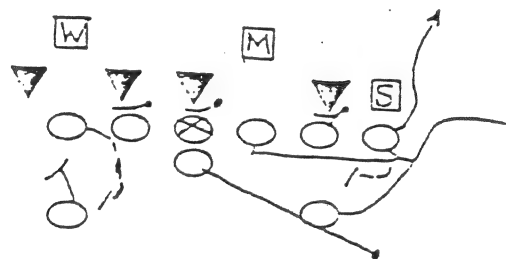


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		COVERED # NT. UNCOVERED - PULL PROTECT ONSIDE TO BACKSIDE - POSS CHOKE - NOTE: MIKE TUFF BLK. ALERT FOR G CALL. BLK END MAN ON L.O.S.
RT GUARD		UNCOVERED - PULL PROTECT INSIDE TO BACKSIDE - MIKE TUFF BLK - ALERT FOR G BALL BLK. END MAN ON L.O.S.
LT GUARD		UNCOVERED - STEP PLAYSIDE GAP ALERT NT SLANT - CHK LBKER - BACKSIDE POSS STAY CALL = ALERT FOR G CALL. COVERED - STEP PLAYSIDE GAP # MAN OVER YOU.
RT TACKLE		COVERED # MAN OVER YOU HOOK TECHNIQUE POSS POWER - UNCOVERED - STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM.
LT TACKLE		COVERED - STEP PLAYSIDE GAP # MAN OVER YOU - UNCOVERED - STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM.
Y-RELEASE		RUN PATTERN - POSS POWER, OR CALL TO KEEP YOU IN TO BLK MAN OVER - HELP INSIDE.
HB		END MAN ON L.O.S. AWAY FROM CALL SIDE - RELEASE.
FB		END MAN ON L.O.S. TO CALL SIDE - HELP INSIDE - POSS G CALL TO RELEASE.

40

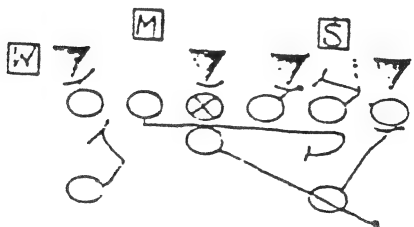


UNDER L

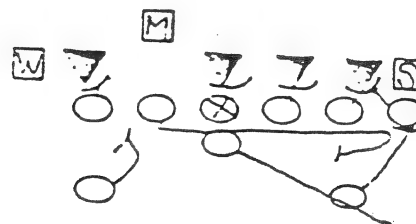


G CALL

OVER L

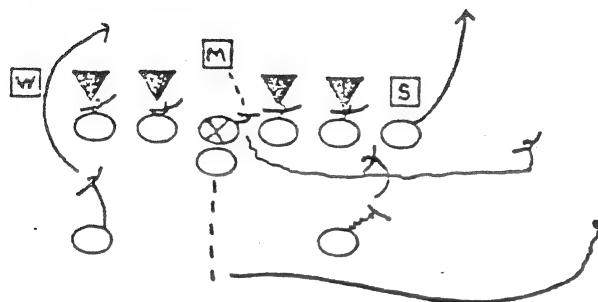


OVER



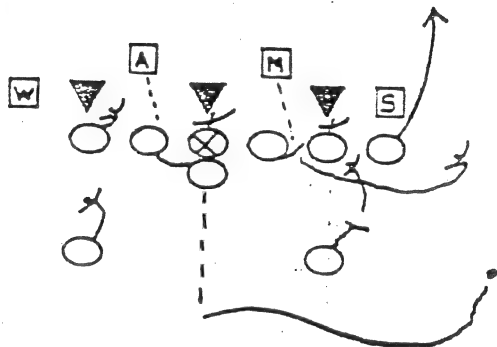
PROTECTION: DASH RT & LT
 ROLL PROTECTION TO CALL SIDE
 UNCOVERED LINEMAN IN FRONT
 OF MIKE - CHK - HELP TO ON-
 SIDE. ONSIDE BACK HELP # DE.
 BACKSIDE CHK. OSLB AWAY FROM
 CALL. QB:
 DROP 5 STEPS - SET UP -
 SPRINT OUTSIDE

40

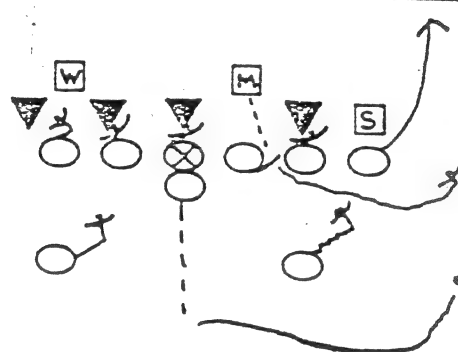


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN: CHK. MIKE, RELEASE ONSIDE TO HELP. COVERED: # MAN OVER YOU (LIKE ROLL PROTECTION)
RT GUARD		VS EVEN: # MAN OVER YOU (LIKE ROLL PROTECTION). UNCOVERED: CHK MIKE, RELEASE ONSIDE TO HELP. OVERSTACK, REACH DT
LFT GUARD		VS EVEN: # MAN OVER YOU (LIKE ROLL PROTECTION) UNCOVERED: (OVER - OVERSTACK) CHK. MIKE, RELEASE ONSIDE TO HELP
RT TACKLE		VS EVEN: # MAN OVER YOU. UNCOVERED, REACH DE. VS OVERSTACK, REACH DE - "TAKE" CALL: PASS SET, CHK. OSLB.
LFT TACKLE		BLOCK DE
Y		RUN PATTERN. "TAKE" CALL: BLK. DOWN ON DE
HB		ONSIDE: CHK OSLBER YOUR SIDE - SET OUTSIDE DE & # HTM. BACKSIDE # OSLBER TO YOUR SIDE. DEUCE FORMATION, W/TAKE CALL, RELEASE
FB		ONSIDE: CHK. OSLBER YOUR SIDE - SET OUTSIDE DE & # HTM. BACKSIDE # OSLBER TO YOUR SIDE. DEUCE FORMATION, W/TAKE CALL # OSLBER - AWAY FROM CALLS

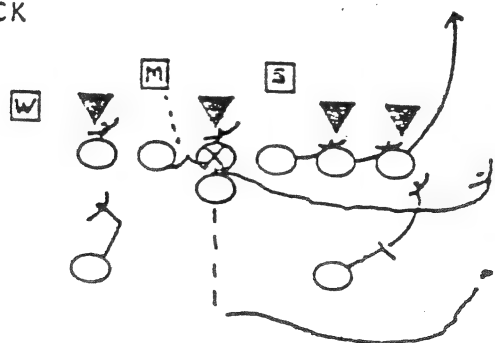
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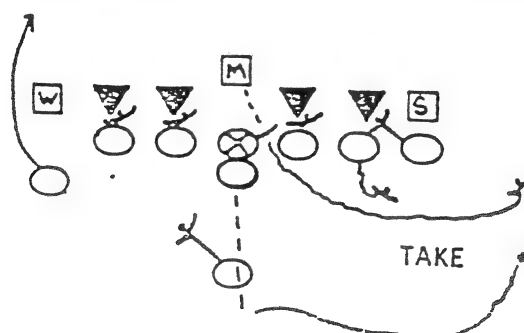
UNDER L



OVERSTACK



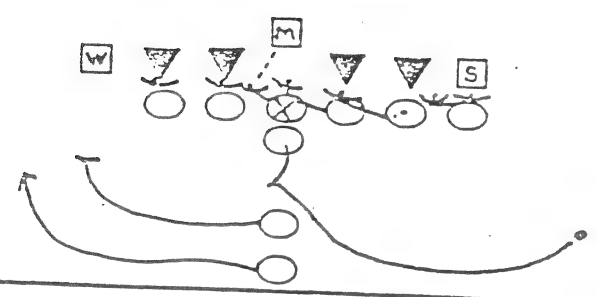
40 DEUCE FORMATION



PROTECTION: NAKED 80/90
TOSS. PLAY ACTION OFF FAKE
80/90 TOSS WK

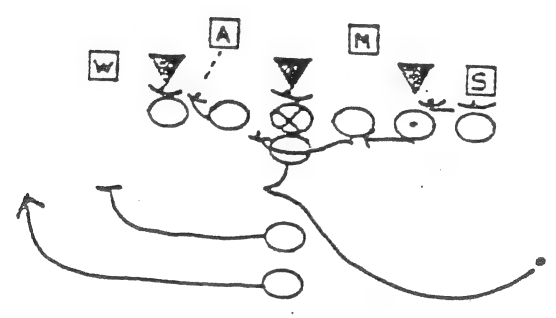
40

QB:
FAKE 80/90 TOSS WK.
KEEP BALL, PASS OR RUN

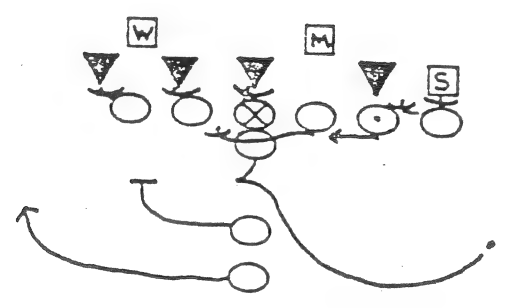


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		RUN 80/90 TOSS
RT GUARD		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP. ODD, BACKSIDE - RIM
LFT GUARD		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP. ODD, BACKSIDE - RIM
RT TACKLE		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP. ODD, BACKSIDE - PULL FLAT
LFT TACKLE		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP ODD, BACKSIDE PULL FLAT
Y		# MAN OVER YOU - SELL 80/90 TOSS - SET ON L.O.S. - SEAL
HB		RUN 80/90 TOSS
FB		RUN 80/90 TOSS

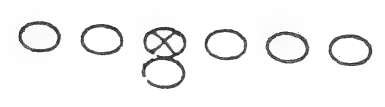
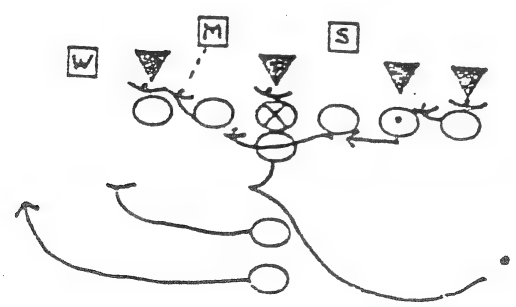
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UNDER L

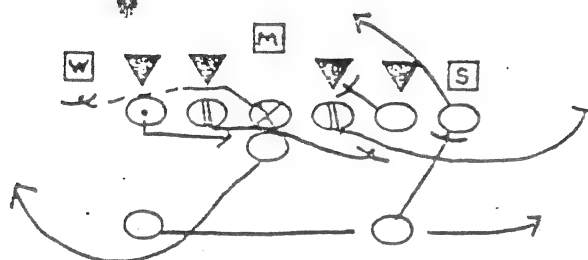


OVERSTACK



PROTECTION: NAKED 80/90
GEE OH. PLAY ACTION OFF FAKE
OF 80/90 GEE-OH

40

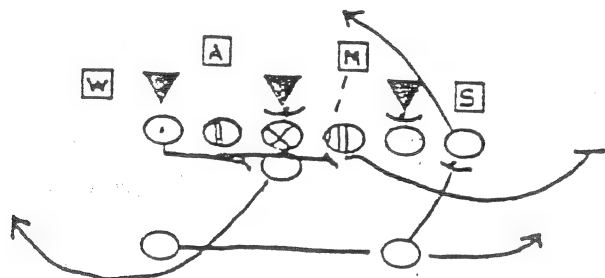


QB:

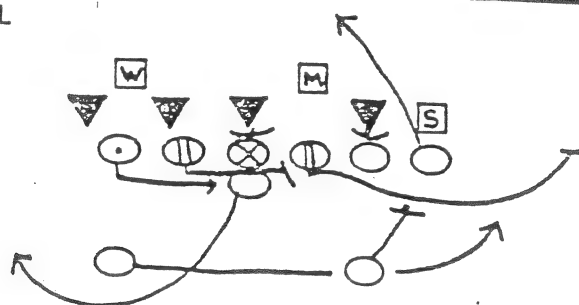
FAKE 80/90 GEE OH. KEEP BALL
PASS OR RUN

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, BLOCK BACK WORK TO AREA OUTSIDE OF OT VS ODD, BLOCK MAN OVER YOU
RT GUARD		RUN 80/90 GEE-OH
LFT GUARD		RUN 80/90 GEE-OH
RT TACKLE		ONSIDE, RUN 80/90 GEE OH BACKSIDE, PULL FLAT
LFT TACKLE		BACKSIDE, PULL FLAT ONSIDE, RUN 80/90 GEE OH
Y		RUN PATTERN
HB		RUN 80/90 GEE OH
FB		RUN 80/90 GEE OH

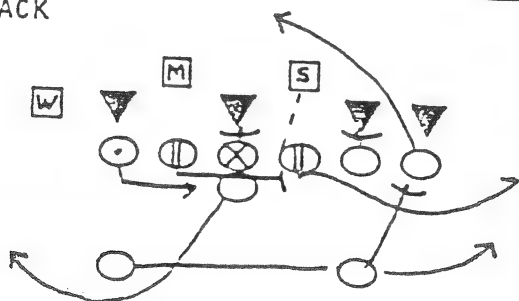
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UNDER L

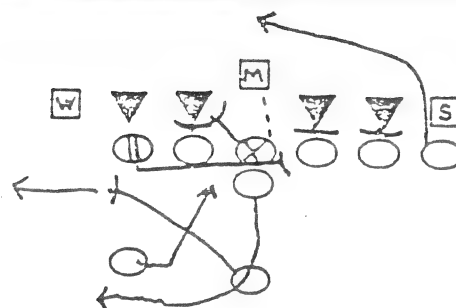


OVERSTACK



PROTECTION: NAKED O/I
TACKLE TRAP. PLAY ACTION
WITH LAG ACTION.
BACKSIDE TACKLE PULL

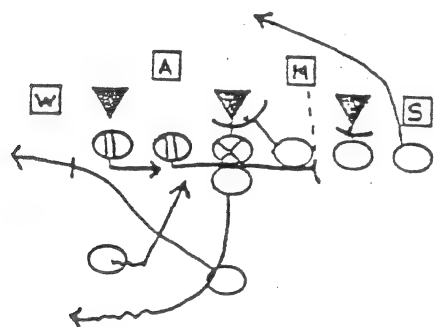
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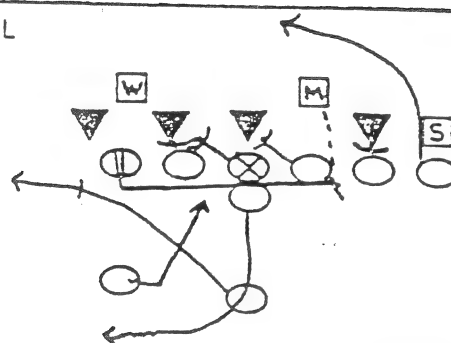
QB:
RELEASE PIVOT & ROLL OUTSIDE
TO PASS OR RUN

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK DT W/GUARD. ODD, BOTH GUARDS UNCOVERED, # O/I TRAP
RT GUARD		COVERED, # MAN OVER YOU, IF BACKSIDE DBL TEAM WITH CENTER. UNCOVERED, # O/I TRAP
LFT GUARD		COVERED, # MAN OVER YOU, IF BACKSIDE DBL TEAM WITH CENTER UNCOVERED, # O/I TRAP
RT TACKLE		ONside, # MAN OVER YOU BACKSIDE, PULL FLAT
LFT TACKLE		ONside, # MAN OVER YOU BACKSIDE PULL FLAT
Y		RUN PATTERN
HB		SET UP BLOCK MLB
FB		BLOCK WILLIE - RELEASE

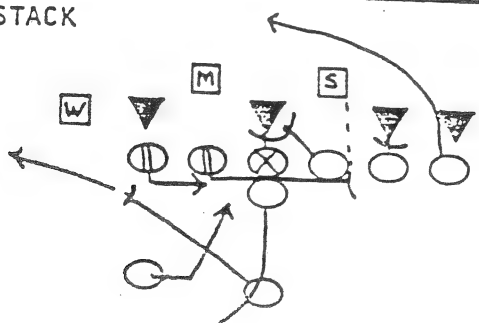
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UNDER L



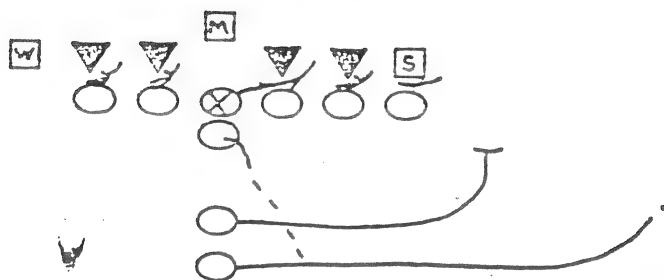
OVERSTACK



PROTECTION: RUN PASS 80/90
TOSS.
O. LINE BLOCKS 80/90 TOSS

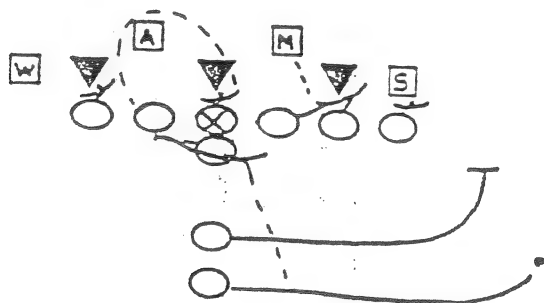
40

QB:
TOSS BALL TO HB FAKE 80/90
TOSS



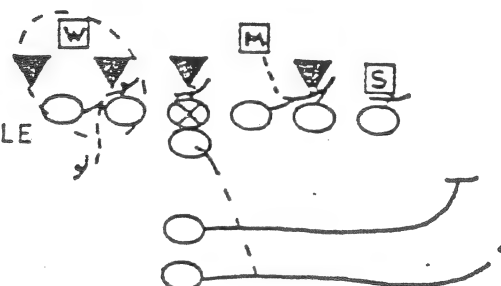
POSITION	CALLS	RESPONSIBILITIES/ DACHING POINTS
CENTER		BLOCK 80/90 TOSS
RT GUARD		BLOCK 80/90 TOSS
LFT GUARD		BLOCK 80/90 TOSS
RT TACKLE		BLOCK 80/90 TOSS
LFT TACKLE		BLOCK 80/90 TOSS
Y		BLOCK 80/90 TOSS
HB		PASS OR RUN
FB		BLOCK 80/90 TOSS

30

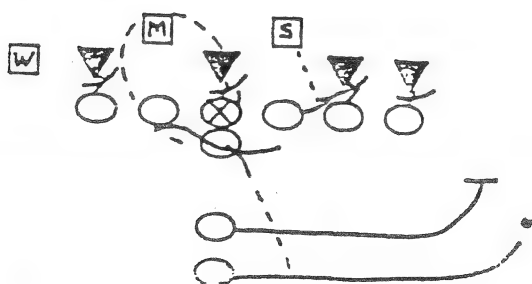


UNDER L

B.S. TACKLE
NO WILLIE
FOX BLK
BACKSIDE



OVERSTACK



E. PLAY ACTION

1. CHARLIE 10

- A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)
- B. ST BLITZ Z-2 (BUMP QK 9)/SLOT - STICK

2. PASS 11

- A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)
- B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

3. 50/40 TRAP

- A. WK BLITZ X/SLOT - 12 (BUMP 19)
- B. ST BLITZ Z 2 (BUMP 19)/SLOT - STICK

4. PASS 20/30 PAINT

- A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)
- B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

5. CHARLIE 60/70 (C.P. TWINS/FLANT)

- A. WK BLITZ 2 RECEIVER SIDE -12 (BUMP 19)
- B. ST BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- C. WK BLITZ SLOT SIDE-12 (BUMP 19)

6. FAKE 80/90 - NO ADJUST

7. CHARLIE 50/40 WHAM

- A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- B. WK BLITZ SLOT SIDE-12 (BUMP 19)
- C. ST BLITZ 2 RECEIVER SIDE-12 (BUMP 19)

8. CHARLIE 40/50 LEAD

- A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- B. WK BLITZ SLOT SIDE-12 (BUMP 19)
- C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

9. CHARLIE 40/50 POWER

- A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- B. WK BLITZ SLOT SIDE-12 (BUMP 19)
- C. ST BLITZ 2 RECEIVER SIDE-12 (BUMP 19)

E. PLAY ACTION

1. CHARLIE 10

- A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)
- B. ST BLITZ Z-2 (BUMP QK 9)/SLOT - STICK

2. PASS 11

- A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)
- B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

3. 50/40 TRAP

- A. WK BLITZ X/SLOT - STICK
- B. ST BLITZ Z 2 (BUMP 19)/SLOT - STICK

4. PASS 20/30 PAINT

- A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)
- B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

5. CHARLIE 60/70 (C.P. TWINS/FLANT)

- A. WK BLITZ 2 RECEIVER SIDE -12 (BUMP 19)
- B. ST BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- C. WK BLITZ SLOT . . SIDE-12 (BUMP 19)

6. FAKE 80/90 - NO ADJUST

7. ~~CHARLIE 50/40 SLANT /TB BLUNT 50(40)~~

- A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- B. WK BLITZ SLOT . . SIDE-12 (BUMP 19)
- C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

8. CHARLIE 40/50 LEAD

- A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- B. WK BLITZ . . . SLOT . SIDE-12 (BUMP 19)
- C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

9. CHARLIE 40/50 POWER

- A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)
- B. WK BLITZ . . . SLOT . SIDE-12 (BUMP 19)
- C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

RUNS

"0"/1 TRAP

40/50 TRAP

40/50 DRAW

80/90 GEE OH

80/90 SWEEP

80/90 DRAW

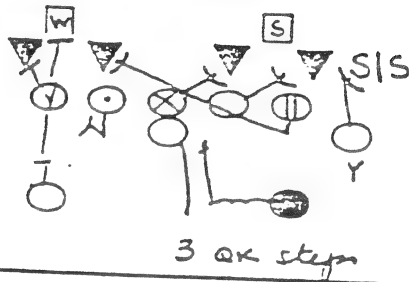
20/30 PAINT

40N



XB

WS



NICKEL RUNS

PLAY: DRAW 0/1 TACKLE TR.

SINE QUA NON:
ANTICIPATE LINE STUNTS

Y- # MAN OVER

ON T- PASS SET # MAN OVER.

ON G- EVEN: SET QUICK TURN OUT # MDM.
CENTER COVERED: # MAN OVER

CENTER- # BACK ON DEFENDER OVER OFF G.

OFF G- # BACK ON DEFENDER OVER OFF T

OFF T- PULL - TRAP NT OR FIRST MAN PAST CENTER ON L.O.S.

X- STALK

Z- STALK

HB- BLOCK W LBER/BALL CARRIER

FB- BALL CARRIER/BLOCK S LBER

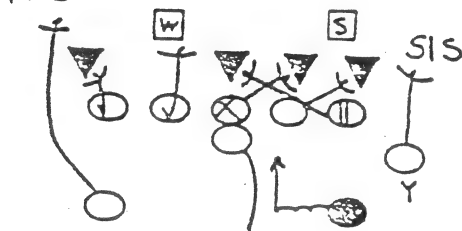
QB- SHOW PASS DROP - HAND TO BC

ON



XB

WS

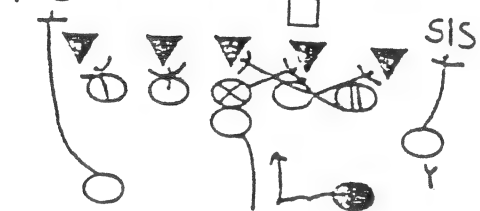


50N



XB

WS

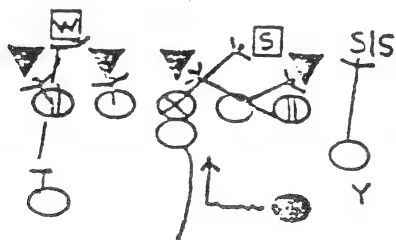


UN



XB

WS



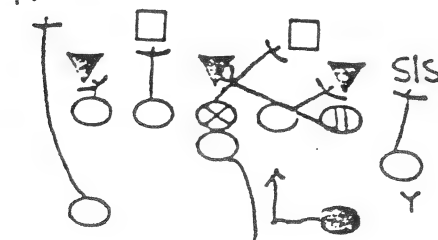
30N

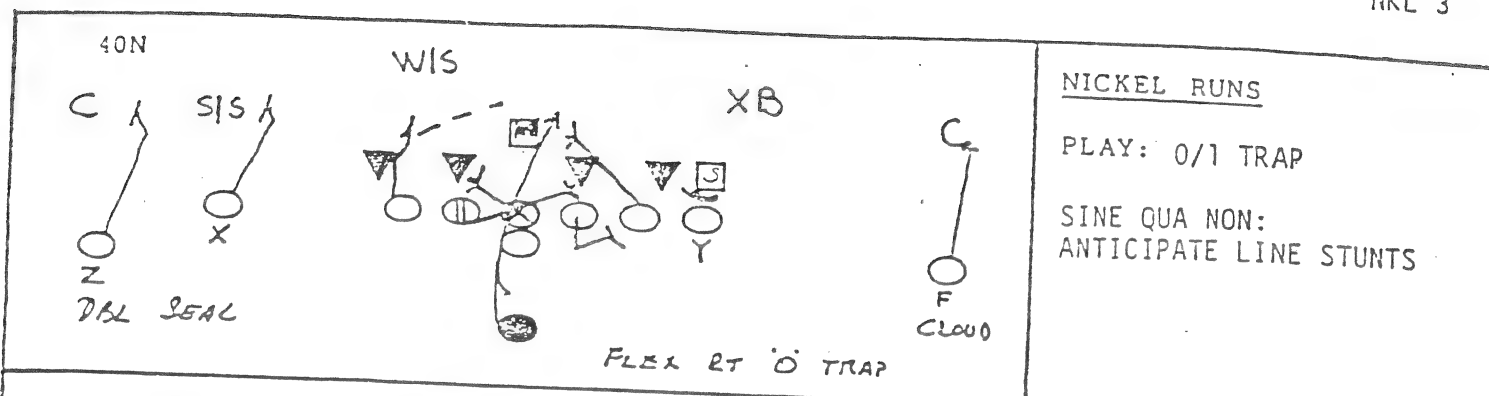


XB

XB

WS





Y-ONE BACK SETS: # MAN OVER. TWO BACK SETS: RELEASE - JUNCTION #.

ON T- # MAN OVER ON G COVERED: # FIRST LB INSIDE

ON G- CENTER COVERED: # DOWN (OFF G UNCOVERED), DBL.TM W/CENTER. EVEN: PASS SET - TURN OUT - # MDM

OFF G COVERED: # BACK. COVERED: (BOTH G'S UNCOVERED) # MAN OVER W/ON G CENTER-POSS: "COW" SITUATION

OFF G- PULL-TRAP # FIRST MAN PAST CENTER ON L.O.S.

OFF T- SIFT #. SEAL OFF BACKSIDE PURSUIT.

X- SEAL.

SLOT - SEAL.

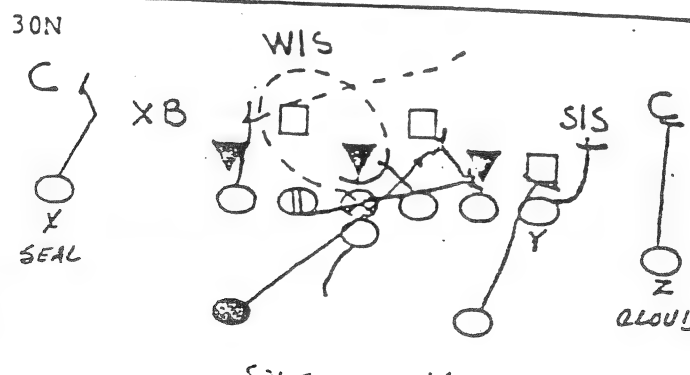
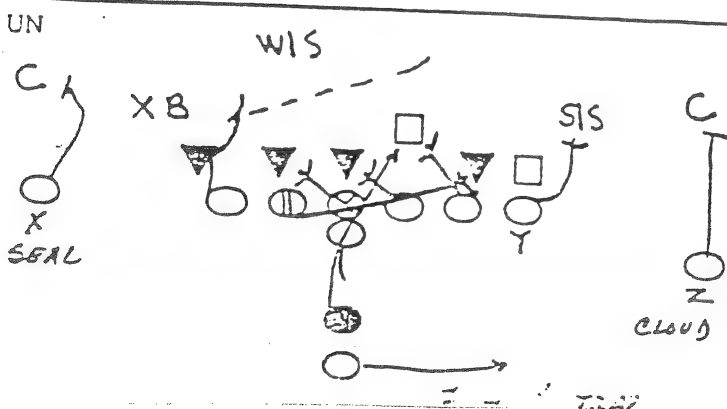
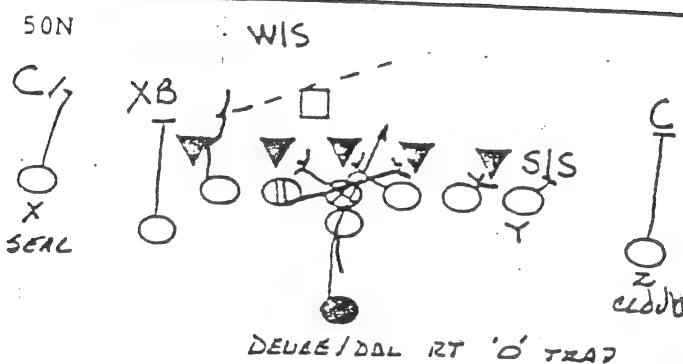
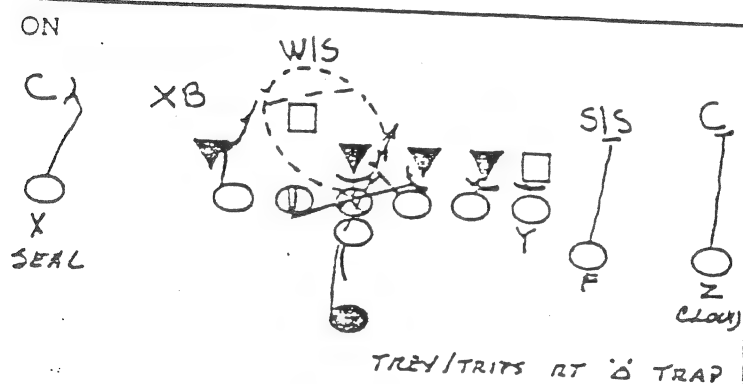
Z- CLOUD

SLOT - SEAL.

HB- BALL CARRIER - ALERT FOR LINE STUNTS.

FB- OTHER BACK - BLOCK MAN OVER (SIFT IT # SAM).

QB- TRAP FOOTWORK (WILL VARY W/FORMATION)



<p>40N</p>	<p><u>NICKEL RUNS</u></p> <p>PLAY: 40/50 DRAW</p> <p>SINE QUA NON: RECOGNIZE FRONTS - ALERT STUNTS AND BLITZES</p>
------------	--

Y- RELEASE - JUNCTION #.

ON T- PASS SET - # MAN OVER.

ON G- PASS SET - # MAN OVER. V. BUBBLE: ALERT LBER/E GAMES.

CENTER- EVEN: FOLD #. UNDER: COB #. 30; OVER; 50N: # MAN OVER.

OFF G- EVEN: FOLD #. ALL OTHER FRONTS: # MAN OVER. V. BUBBLE: ALERT LBER/E GAMES,

OFF T- PASS SET # MAN OVER. V. UNDER: PASS SET SIFT # DE/WLB ALIGNMENT.

X- SEAL.

SLOT - SEAL.

Z- DEEP 1/3.

SLOT - SEAL.

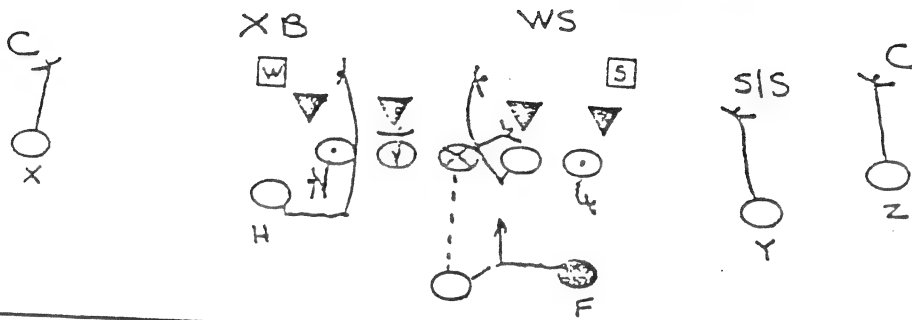
HB- BALL CARRIER.

FB- BLOCK SAM - ALERT LINE STUNTS.

QB- SHOW PASS DROP HAND TO H.

<p>ON</p>	<p>50N</p>
<p>UN</p>	<p>30N</p>

40N



NICKEL RUNS

PLAY: SHOT GUN

20/30 PAINT

SINE QUA NON:
ALERT STUNTS AND BLITZES

Y- # MAN OVER

ON T- PASS SET - # MAN OVER

ON G- PASS SET - # MAN OVER. V. BUBBLE ALERT LBER GAMES
V. UNDER AND/OR OVER: PASS: COB #

CENTER- EVEN: FOLD #. V. UNDER AND/OR OVER: POSS: "COB"

OFF G- EVEN: FOLD #. V. BUBBLE ALERT LBER GAMES. V. UNDER AND/OR OVER: POSSIBLE "COB"

OFF T- PASS SET - # MAN OVER

X- STALK

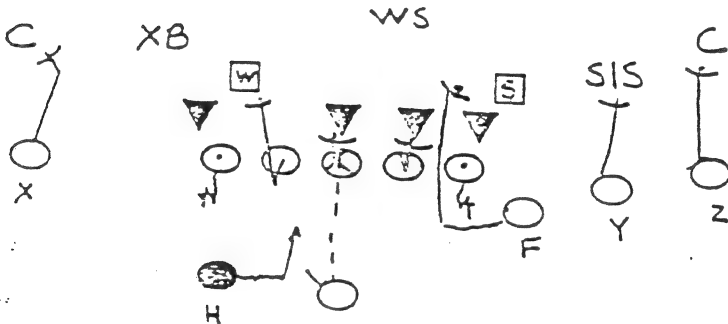
Z- STALK

HB- BALL CARRIER / BLOCK W LBER

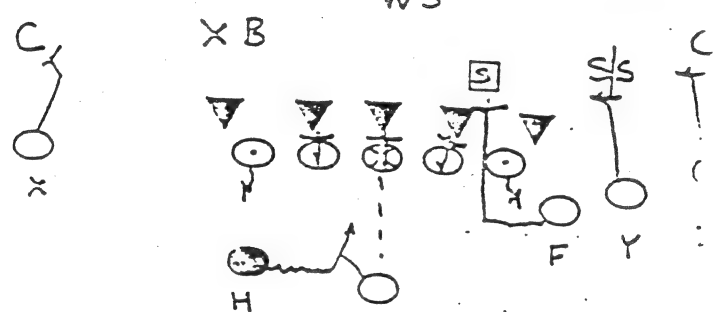
FB- BLOCK SAM / BALL CARRIER

QB- HAND TO BALL CARRIER

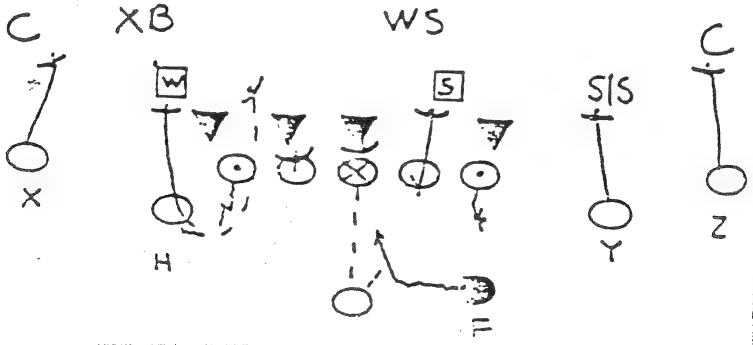
ON



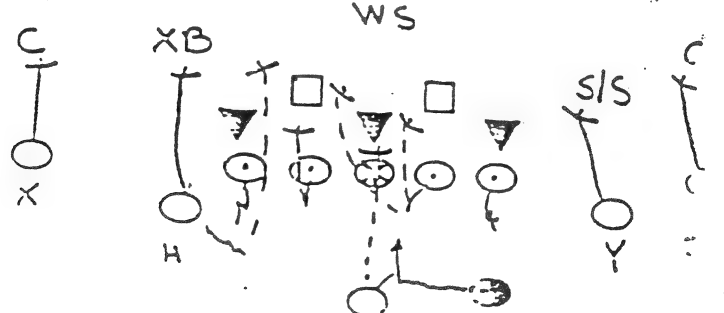
50N



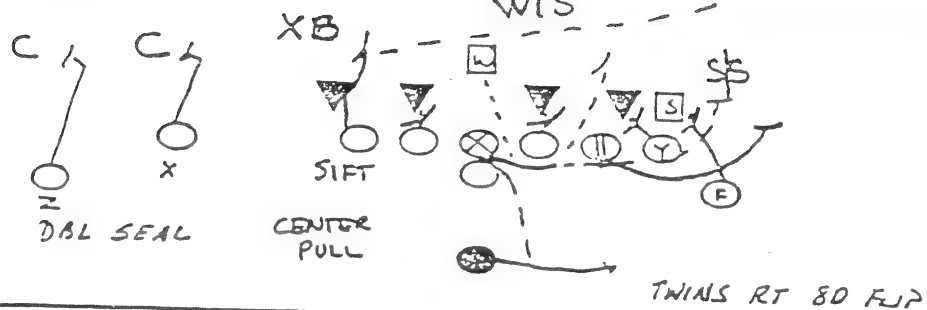
UN



30N



40N



NICKEL RUNS

PLAY: 80/90 FLIP

SINE QUA NON:
ON T ALERT FOR QUICK
FORCE

Y- $\frac{H}{H}$ DOWN.

ON T- PULL # FIRST FORCE (ALERT QUICK FORCE).

ON G- EVEN: # MAN OVER (CENTER PULL) POSS: SLIP # W/CENTER. V. BUBBLE OVER YOU:
GAR #. V.OVER: # MAN OVER.

CENTER-EVEN: PULL (EYEBALL MLBER) LEAD. POSS: SLIP W/ON G.
COVERED: # MAN OVER.

OFF G- COVERED: # MAN OVER. UNCOVERED: RIM #.

OFF T- SIFT #. V 50N: CUT OFF DT.

X- SEAL.

SLOT - SEAL.

Z- DEEP 1/3.

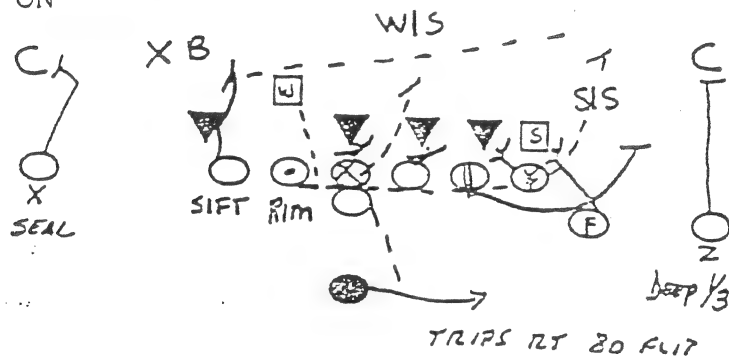
SLOT - SEAL.

HB- BALL CARRIER.

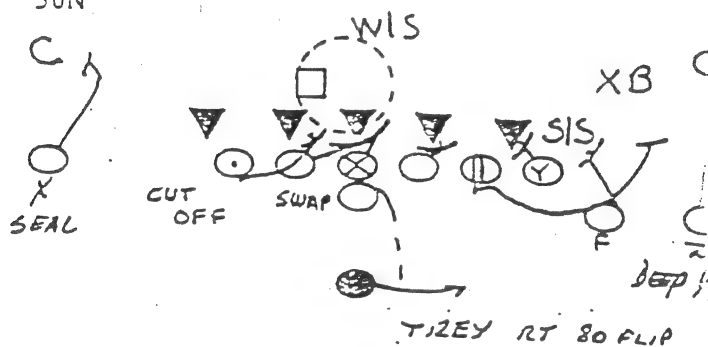
FB- FB - BLOCK DOWN MAN OVER Y.

QB- FRONT OUT TOSS TO HB.

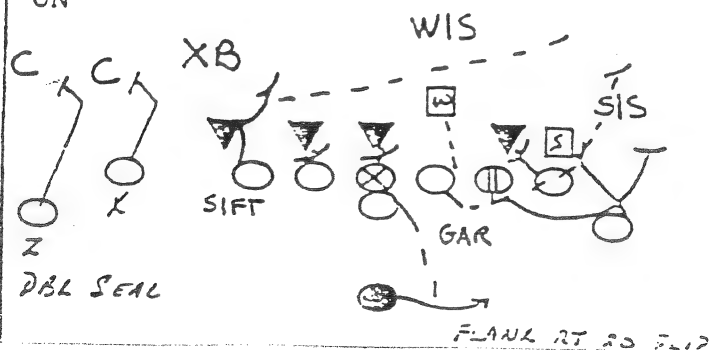
ON



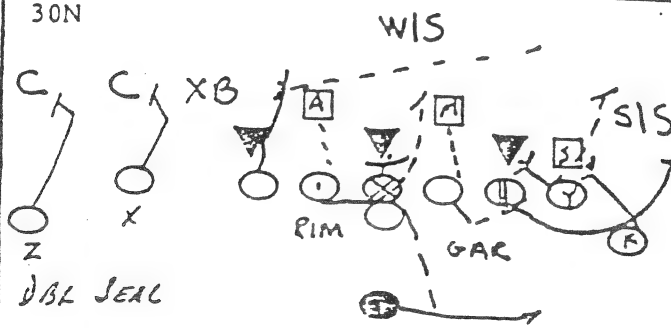
50N

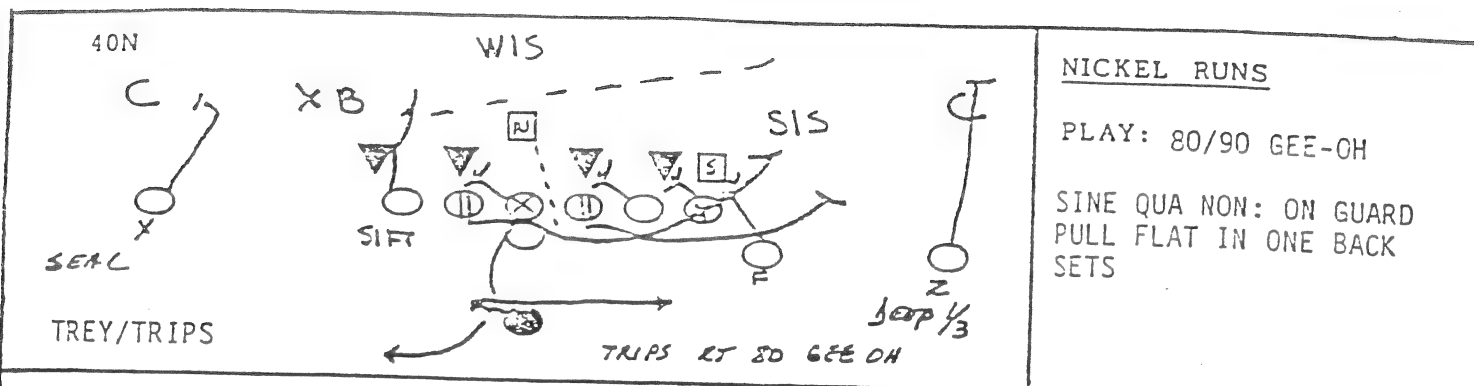


UN



30N





Y- # DOWN. V. ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBER OR YB.

ON T- ON G COVERED: # DOWN. V ODD BUBBLE: DBL TEAM W/Y.

ON G- PULL - # FIRST FORCE.

CENTER- UNCOVERED: # BACK. COVERED: # MAN OVER.

OFF G- PULL, LEAD. LOOK FOR MLBER UNDERNEATH.

OFF T- SIFT # V. 40N. SLOOP # V. ON; 30N. CUT OFF DT V. UN AND 50N.

X- SEAL.

SLOT - SEAL

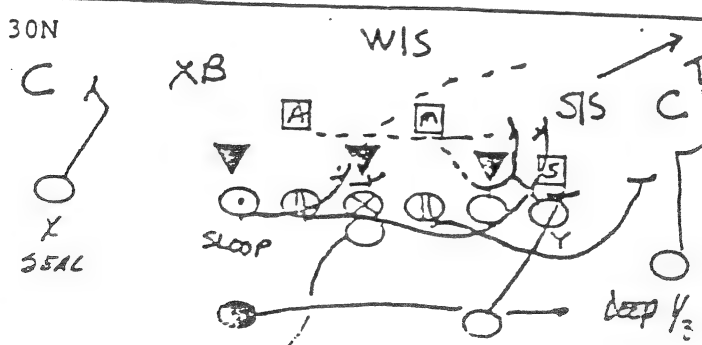
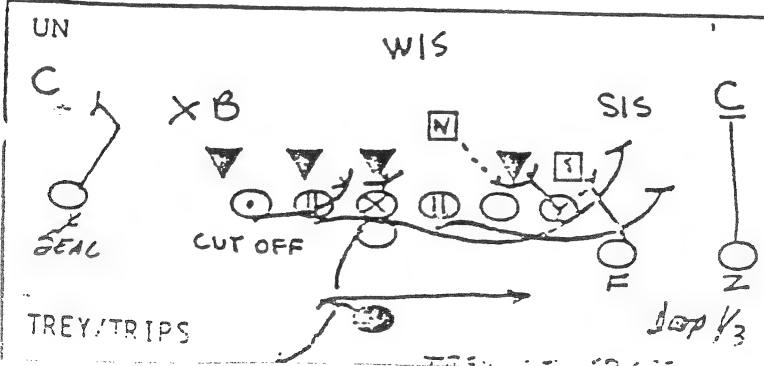
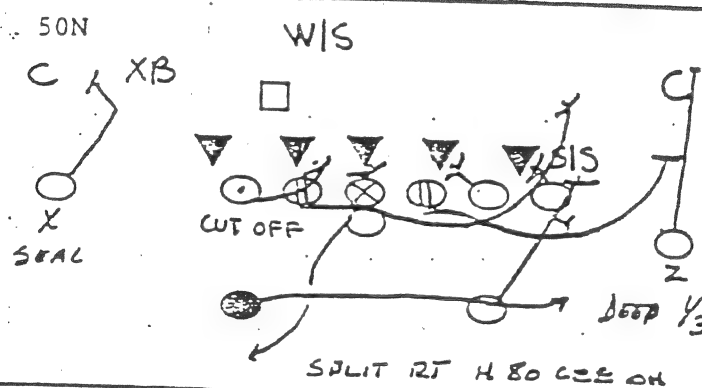
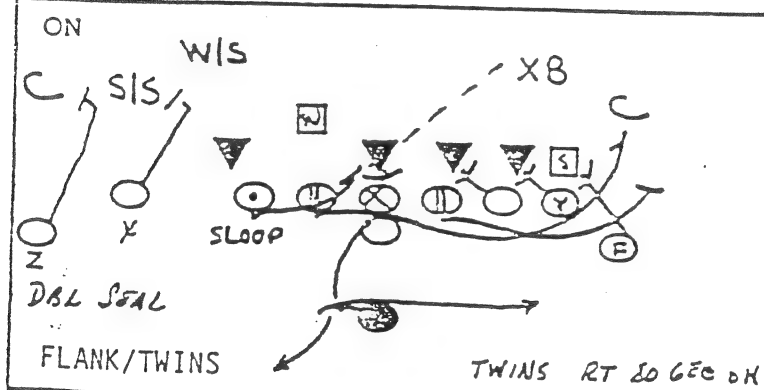
Z- DEEP 1/3.

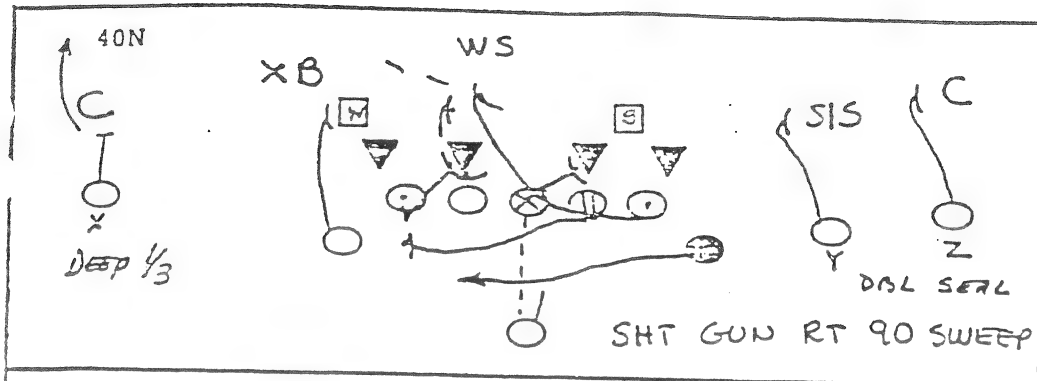
SLOT - SEAL

HB- BALL CARRIER IN TUNE WITH ON GUARD.

FB- BLOCK MAN OVER Y - NT. BLOCK NEXT INSIDE OFF LINE.

QB- OPEN TO H HAND OFF CHECK FOR NAKED





NICKEL RUNS

PLAY: 90/80 SWEEP

SINE QUA NON:
PULLING GUARD START
DEEP PULL

Y- SEAL MAN OVER YOU. TO: # MAN OVER

ON T- OK. PASS SET - BLK DOWN. V. EVEN: DEUCE BLK W/ON G. V. BUBBLE: # LBER IF HE CROSSES YOUR FACE.

ON G- CENTER COVERED: BLK DOWN.
(IF OFF G IS UNCOVERED) DBL TM W/CENTER. V. EVEN: DEUCE # W/ON T.

CENTER- OFF G COVERED: BLK BACK. OFF G UNCOVERED: DBL TM W/ON G
ALERT: "COW" SITUATIONS

OFF G- PULL - RUN O COURSE, TRAP OR LOG DE.

OFF T- PULL - LEAD, ALERT "COW" CALL. SLOOP # V. BUBBLE

X- TO: DEEP 1/3

AWAY: SEAL

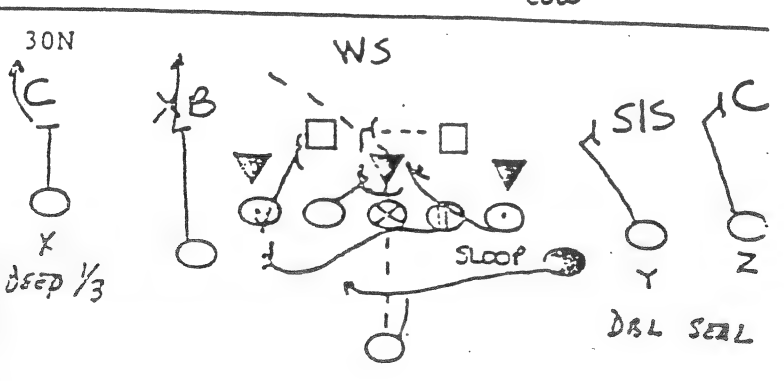
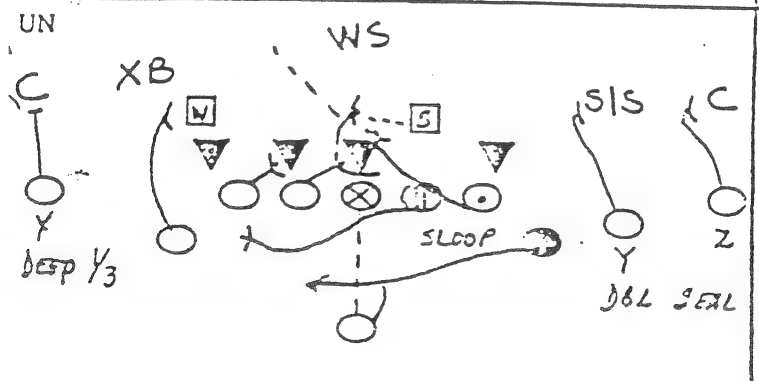
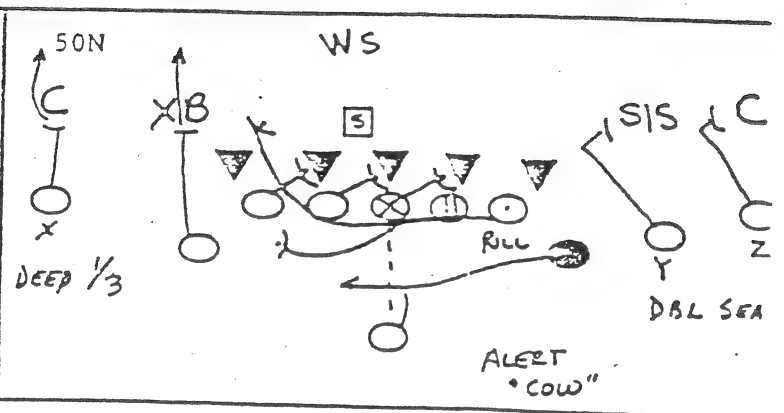
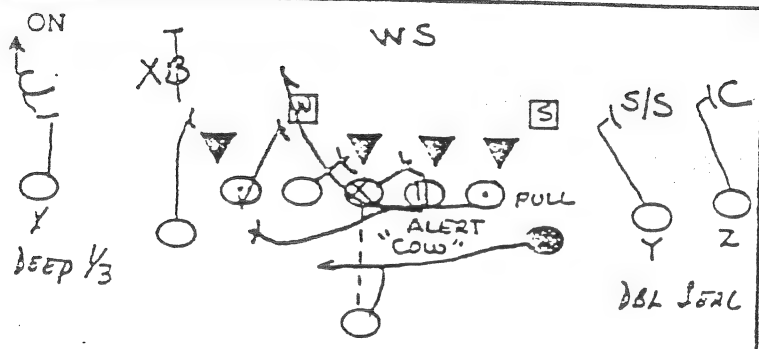
Z- AWAY: SEAL

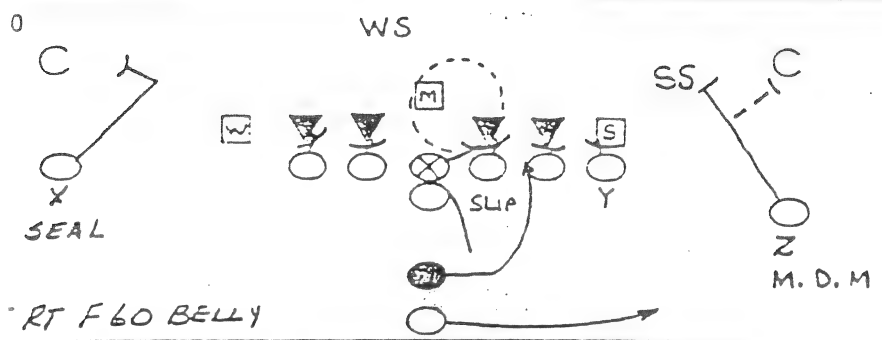
TO: DEEP 1/3

HB- WILLIE

FB- BALL CARRIER

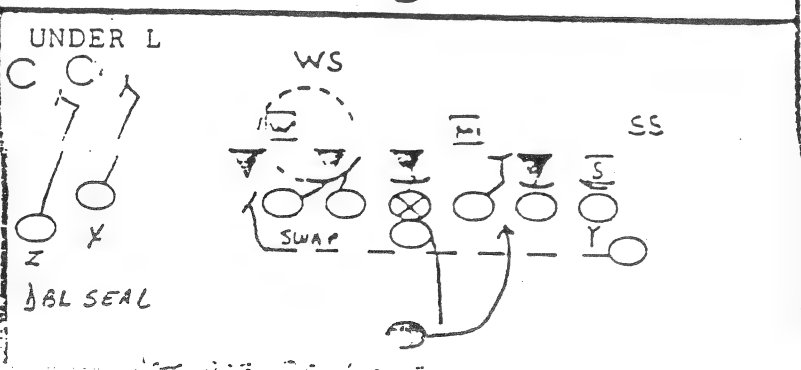
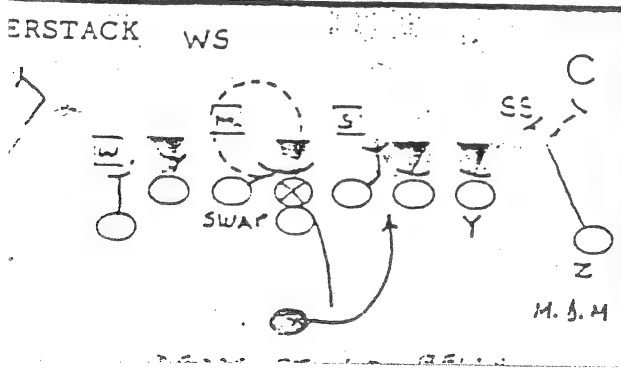
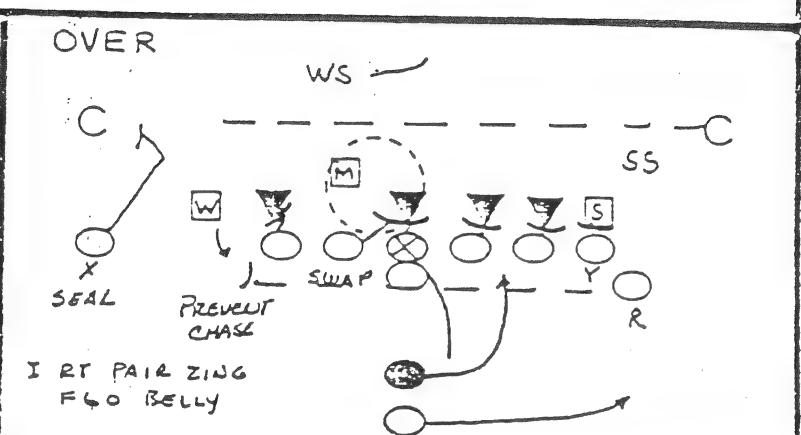
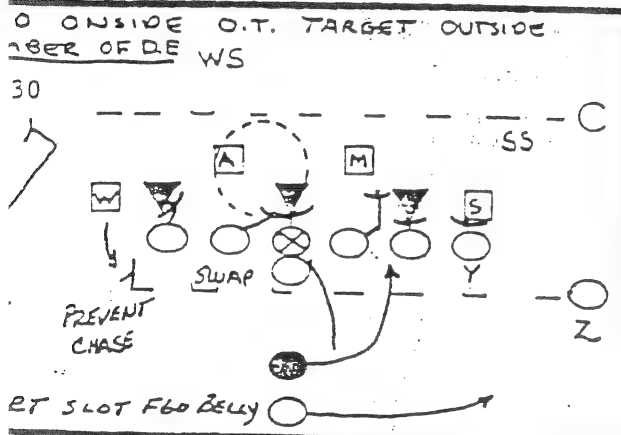
QB- ONE STEP FORWARD - HAND OFF TO BALL CARRIER

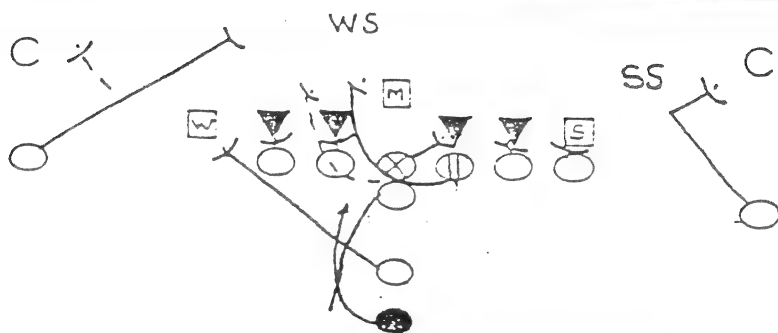




PLAY: 60/70 BELLY
 SINE QUA NON:
 STAY ON YOUR BLOCKS.

- # MAN OVER. PROTECT PLAYSIDE.
- T-# MAN OVER. V ODD BUBBLE: ON G WILL DBL W/YOU IF DE PINCHES.
- G-# MAN OVER. V. BUBBLE OVER YOU: WORK W/ON T ON DE PINCH
- ENTER-EVEN: "SLIP WALL" # W/ON G. ODD (OFF G UNCOVERED): "SWAP WALL" # W/OFF G.
- F G - EVEN: # MAN OVER. BUBBLE OVER YOU: "SWAP WALL" # W/CENTER.
- F T - # MAN OVER. BIG BLOCK! V. 30 OR OVERSTACK.
- X - SEAL
- Z _ MDM
- TB - FAKE TOSS TO
- FB - BALL CARRIER
- QB - FRONT OUT HAND TO BC





PLAY: 70/60 SLANT OH

SINE QUA NON: SHOULD HIT QUICK TO WK SIDE

12

- TO YOU RELEASE. AWAY: # MAN OVER. POSS: COMBO

FT - # MAN OVER. (ALERT - UNDER LOOK)

LG - # MAN OVER. BUBBLE OVER YOU: # DOWN (BUDDY BLK 34 - OS_

ENTER - EVEN: # BACK. BUBBLE OVER BOT G'S: BUDDY # W/ON G
OVER: # BACK

FG - EVEN: PULL FOR MLKR. VS 34 O, OS: PUL LEAD ON LBKR OVER ON G.
UNDER: RIM #

FT - # MAN OVER. POSS: COMBO

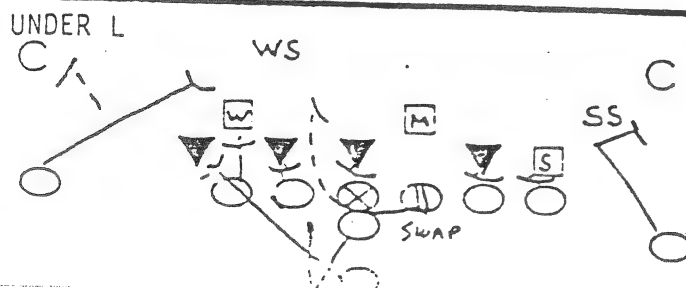
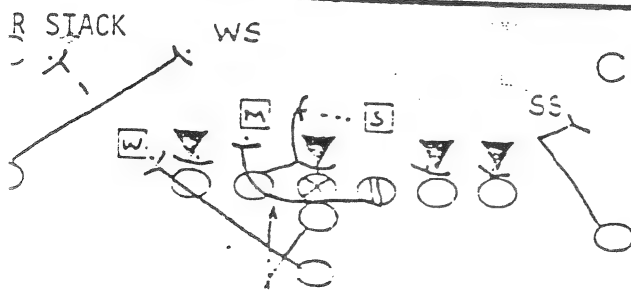
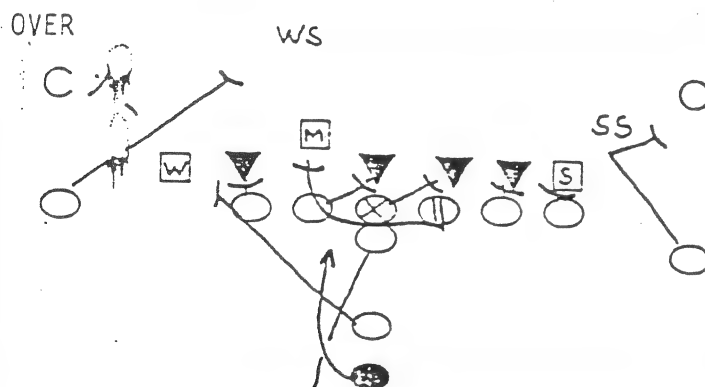
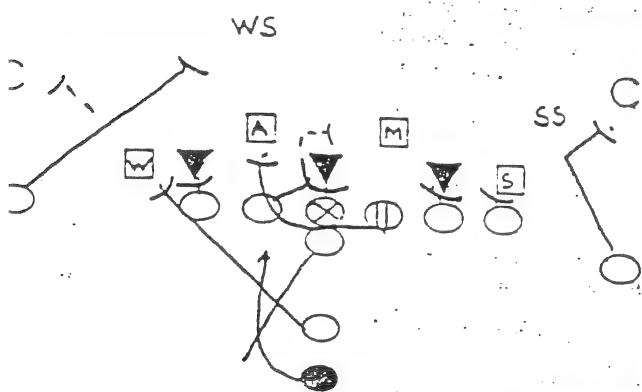
- MDM SLOT - STALK

- SEAL SLOT - STALK

- BLOCK WILLIE

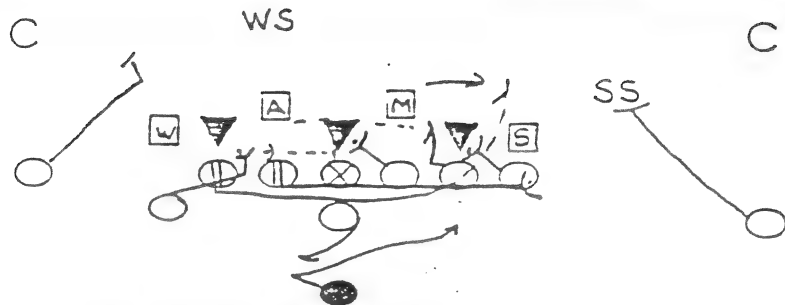
- BALL CARRIER

- FRONT OUT HAND TO TB



PLAY: 60/70 POWER TRAP

SINE QUA NON: ONSIDE OT
TECH. CRITICAL FOR PLAY.
ALERT FOR MIKE LBKR RUN THRU.



VS 30, OS, UNDER: # DOWN ON DE (PINCH - RUB FOR SB LBKR)
VS 43 - DBL TM W/ONSIDE OT

VS 30, OS UNDER: STEP TO INSIDE GAP (# DE IF HE CROSSES FACE) LOOK FOR
NT - BACKSIDE LBKR. VS 43: DBL TM W/Y.

VS 30, OS, UNDER: # DOWN ON NT
VG - VS 43: # BACK

VS 30, OS UNDER: STIFF NT BLK BACKSIDE AREA
ENTER - VS 43: # BACK

VG - PULL BK END MAN ON L.O.S.

FT - PULL LEAD (RESPONSIBLE FOR MIKE LBKR)

- SEAL

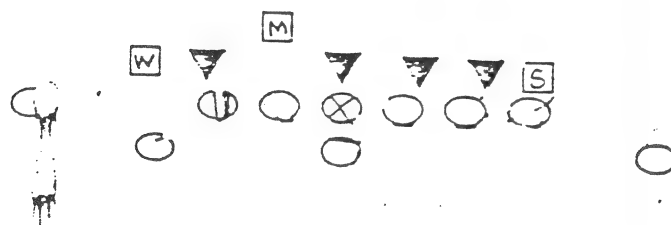
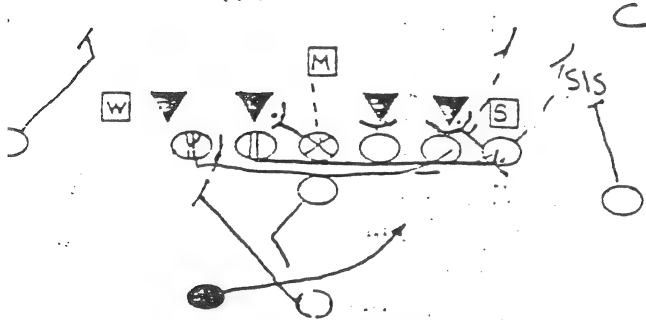
- MDM

- PULL FLAT - CUT BS DE

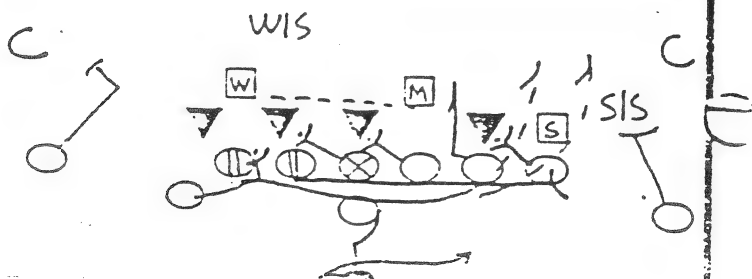
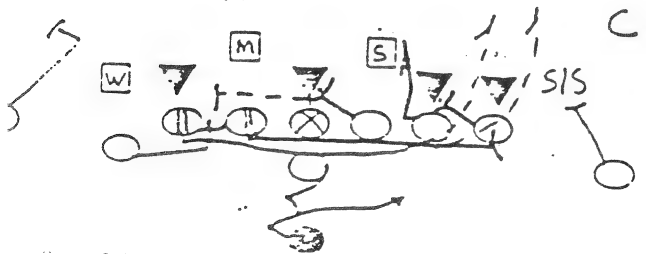
- BALL CARRIER

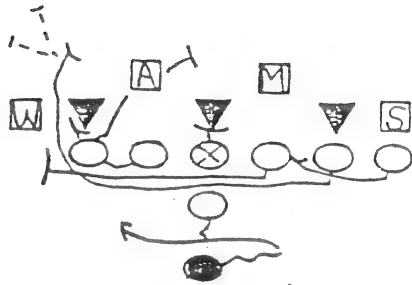
- STEP AWAY - HAND BACK

WIS



WIS



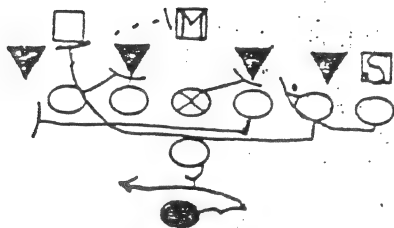


PLAY: 70/60 TRAP

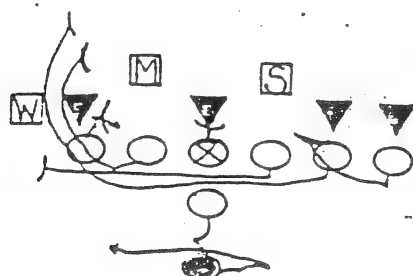
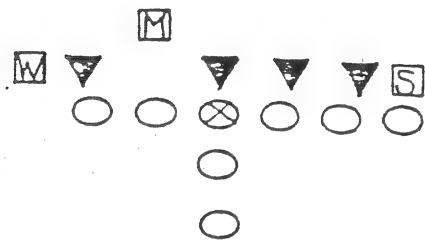
SINE QUA NON: ONSIDE OT

E OG TECH.

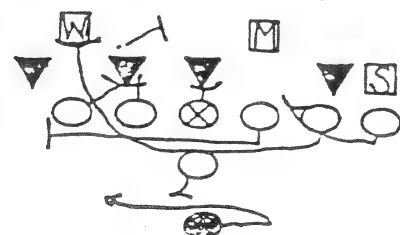
Y	PULL F LAT - CUT BS DE
ONT	VS 30, OS BUBBLE "REVERSE SLIP" STEP TO INSIDE GAP (# DE IF HE CROSSES FACE) LOOK FOR BS INSIDE LBKER VS 43 DEUCE AREA.
ON G	VS 30, OS BUBBLE - "REVERSE SLIP" (# INSIDE BACKER IF DE INSIDE OT OR WIDE UPFIELD CHARGE). VS 43, COVERED DEUCE AREA.
CENTER	VS 30, COVERED # NT - VS 43 # BACK.
OFF G	PULL # END MAN ON L.O.S. ALERT FOR DEF END UPFIELD.
OFF T	PULL LEAD - (RESPONSIBLE FOR OS INSIDE LBKER).
X	MDM
Z	MDM
FB	BALL CARRIER
QB	STEP AWAY HAND BACK

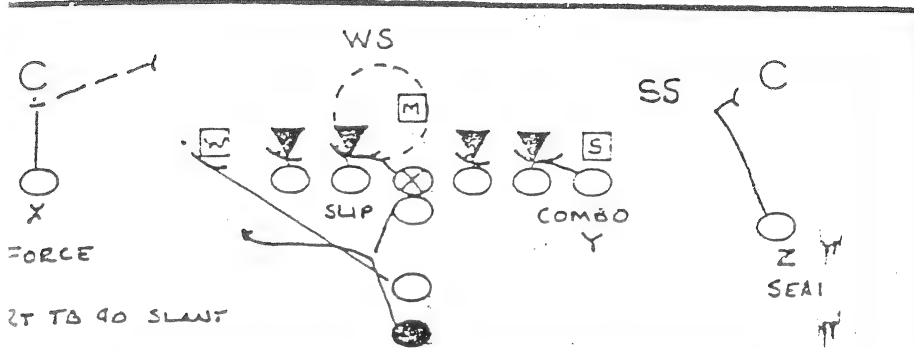


DEUCE



DEUCE



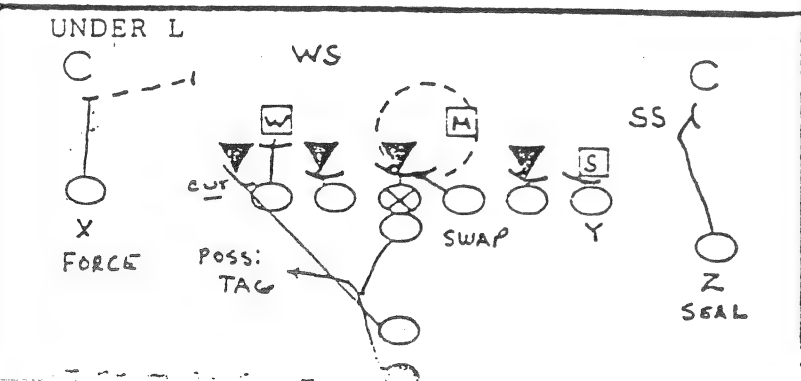
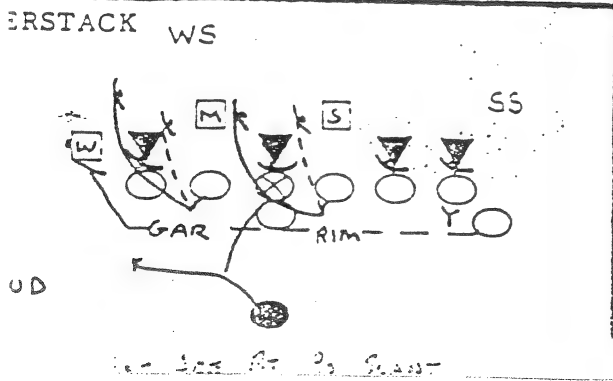
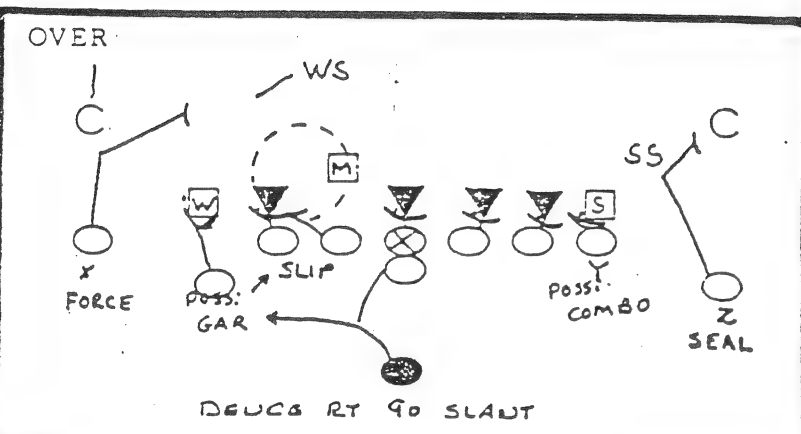
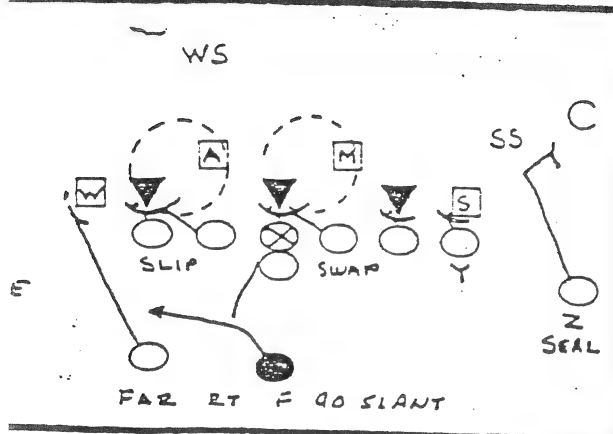


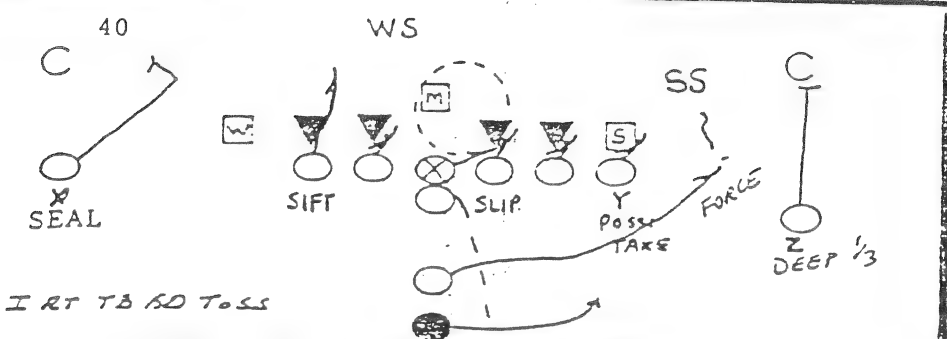
PLAY: 90/80 SLANT

SINE QUA NON:
UNCOVERED OG'S & CENTER
MAKE GOOD DECISIONS ON
LBER BLOCKS.

- # MAN OVER. POSS: COMBO #.
- T - # MAN OVER. V BUBBLE OVER ON G: SLIP OR GAR#.
- G - # MAN OVER. SLIP # W/CENTER.V. EVEN. SLIP # OR GAR # V. BUBBLE OVER
- ENTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: SWAP # OR RIM #. V OVER: # MAN OVER.
- F G - # MAN OVER. UNCOVERED: SWAP # OR RIM #. V. 4LS: SWAP # W/OFF T.
- F T - # MAN OVER. POSS: COMBO #. V. 4LS: SWAP #

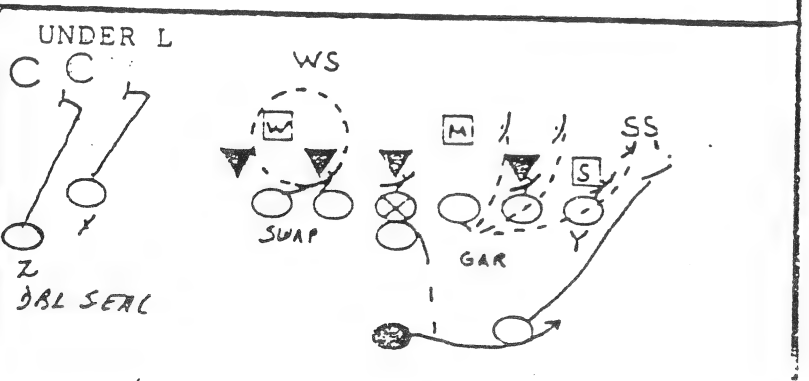
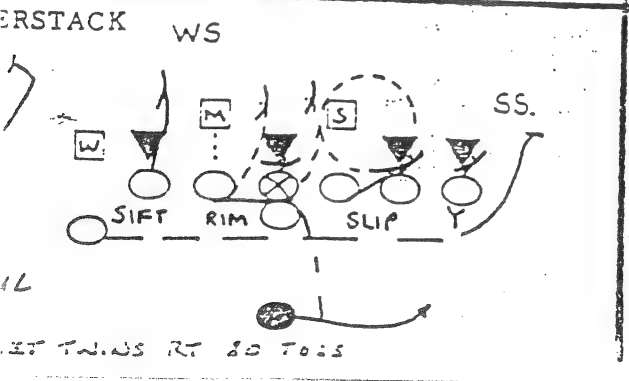
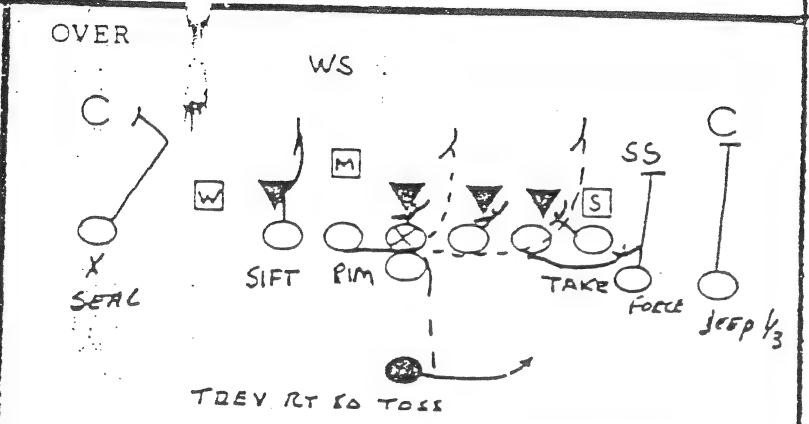
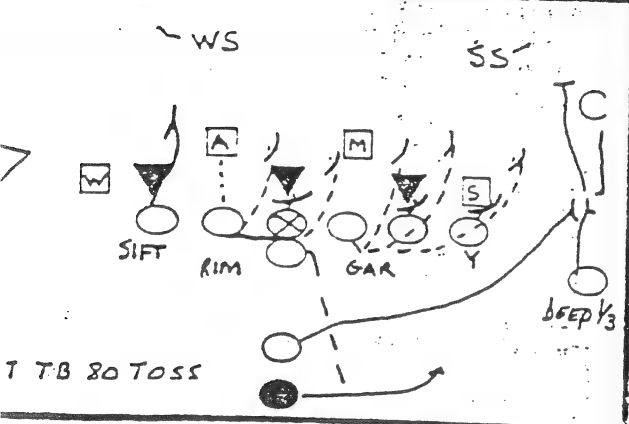
- X - FORCE
- Z - SEAL
- TB - BALL CARRIER
- FB - REACH BLOCK W BKR. POSSIBLE DEUCE MAN
- QB - FRONT OUT HAND BALL DEEP TO BC



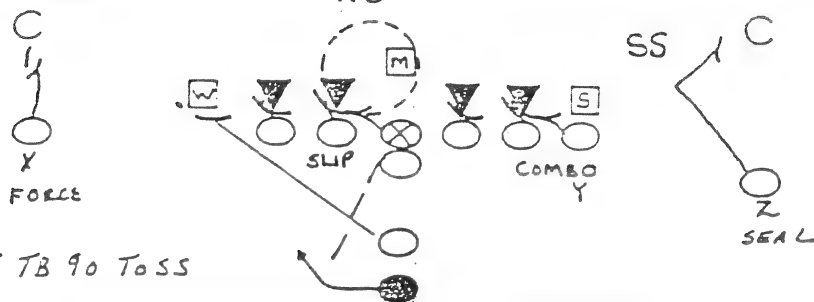


PLAY: 80/90 TOSS ST
 SINE QUA NON:
 KEEP YOUR HATS ON THE DEFENDERS

- # MAN OVER. POSS: TAKE #.
- # MAN OVER . POSS: TAKE #. V. BUBBLE OVER ON G: GAR # OR SLIP #.
- N T - 4LS: TAR #
- # MAN OVER, SLIP # W/CENTER V EVEN. BUBBLE OVER YOU: GAR # OR
- N G - SLIP #.
- ENTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #.
- V. UNDER: # MAN OVER.
- # MAN OVER. UNDER L AND 4LS: SWAP # W/OFF T.
- FF G - UNCOVERED: RIM # OR SWAP #
- FF T - SIFT # V. UNDER OR 4LS: SWAP # W/OFF G.
- X - SEAL
- SLOT - SEAL
- Z - DEEP 1/3
- SLOT - SEAL
- TB - BALL CARRIER
- FB - BLOCK FORCE. POSSIBLE TREY MAN
- QB FRONT OUT TOSS BALL TO B.C.



40



PLAY: 90/80 TOSS WK

SINE QUA NON:
KEEP YOUR HATS ON THE
DEFENDERS

- # MAN OVER. POSS: COMBO #.

V T - # MAN OVER. V. BUBBLE OVER ON G: GAR #. OR SLIP #.

V G - # MAN OVER. SLIP # W/CENTER V. EVEN. GAR # OR SLIP # V. BUBBLE
OVER YOU.ENTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #.
V. OVER: # MAN OVER.

F G - # MAN OVER. UNCOVERED: RIM # OR SWAP #.

F T - # MAN OVER. POSS: COMBO #.

X - FORCE

SLOT STALK

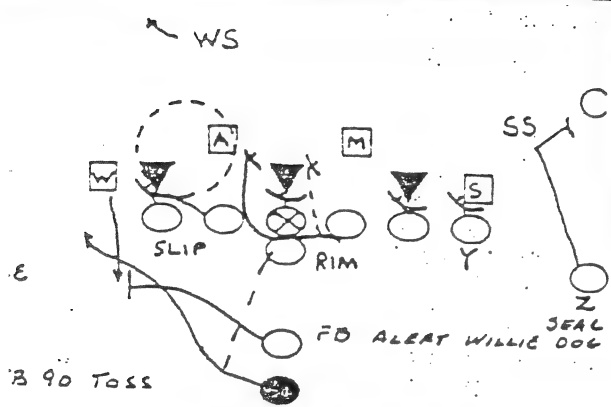
Z - SEAL

SLOT - STALK

TB - BALL CARRIER HB FAR: BLK W

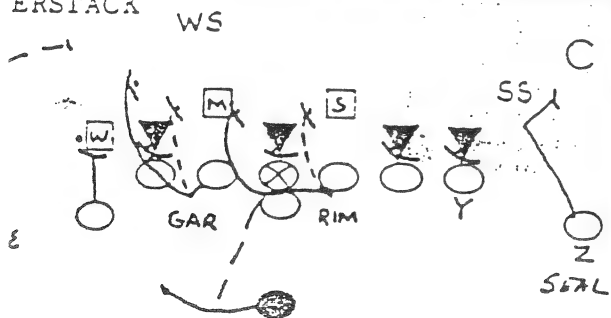
FB - REACH BLOCK W BKR FAR: BALL CARRIER - POSSIBLE DEUCE MAN

QB - FRONT OUT TOSS BALL TO BALL CARRIER



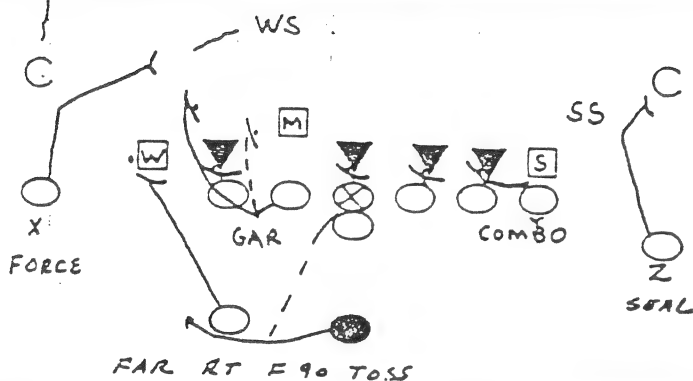
B 90 Toss

ERSTACK



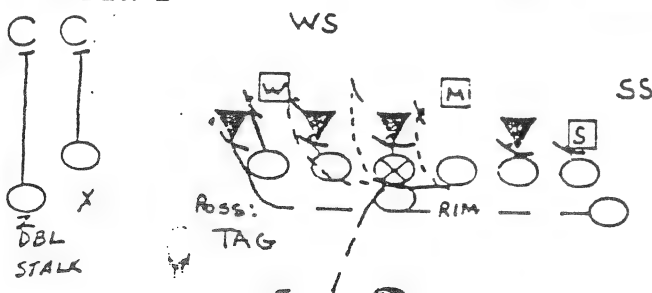
DEUCE RT 90 Toss

OVER

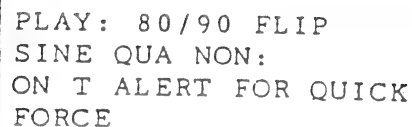


FAR RT E 90 Toss

UNDER L

ROSS:
TAG

DEUCE RT 90 Toss



- # DOWN

N T - PULL # FIRST FORCE. (ALERT FOR QUICK FORCE).

V. EVEN: SLIP # W/CENTER. (MAY # MAN OVER IF CENTER PULLS)

N G - V. BUBBLE OVER YOU: GAR #. V. OVER: # MAN OVER.

V. EVEN: SLIP # W/ON G. POSS: PULL.

ENTER-COVERED: # MAN OVER

COVERED: # MAN OVER. SWAP # V. UNDER.

FF G- UNCOVERED: RIM #. V. UNDER: SWAP # W/OFF T.

REF T- SIFT #. V. UNDER: SWAP #.

X - SEAL

SLOT - SEAL

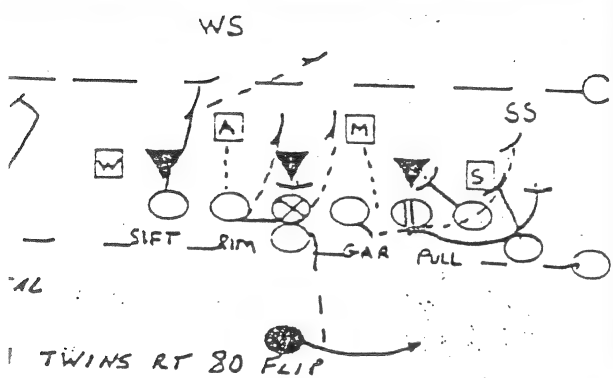
Z - (POSSIBLE ZOOM) DEEP $\frac{1}{3}$

SLOT - SEAL

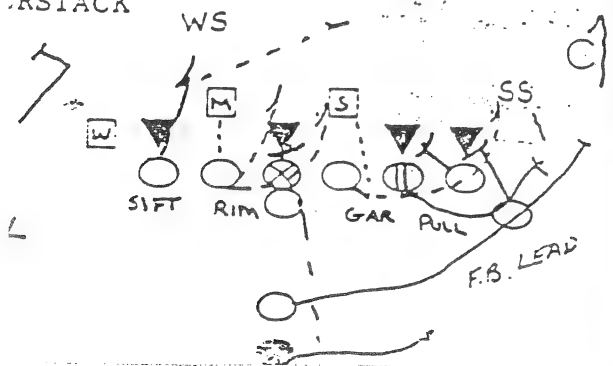
HB - BALL CARRIER

FB - BLOCK DOWN MAN OVER Y

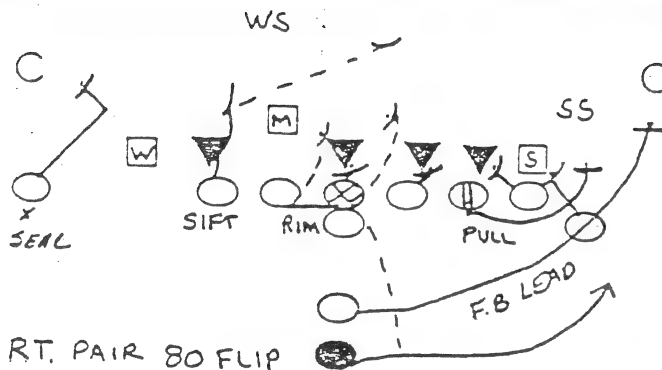
QB - FRONT OUT TOSS TO B.C.



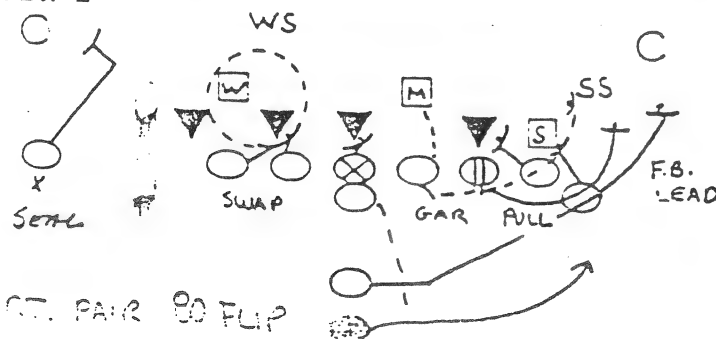
CRSTACK

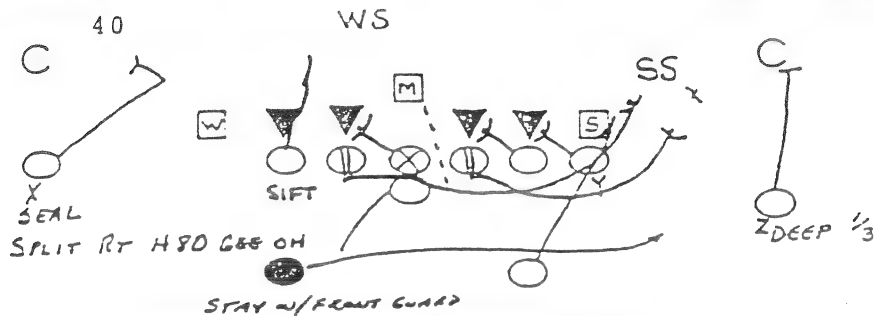


OVER



UNDER L





PLAY : 80/90 GEE OH

SINE QUA NON:
ON GUARD ALERT FOR FB

- # DOWN. V ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBERS.

T - ON G COVERED: # DOWN V. ODD BUBBLE: DBL TEAM W/Y

G - PULL, # FIRST FORCE

ENTER - UNCOVERED: # BACK. COVERED: # MAN OVER

F G - PULL, LEAD. LOOK FOR MLBER UNDERNEATH

F T - SIFT V. 43. SLOOP # V. 30; OVER; OVERSTACK. PULL V. UNDER.

X - SEAL

SLOT - SEAL

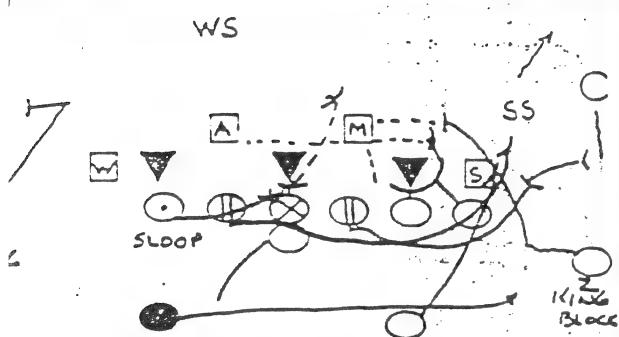
Z - DEEP 1/3

SLOT - SEAL

HB - BALL CARRIER

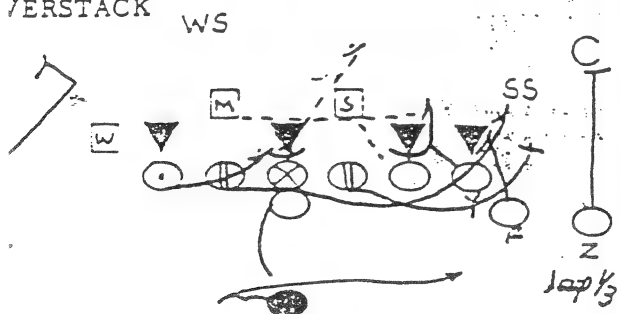
FB - BLOCK SAM

QB - OPEN AWAY FROM HOLE _ CHECK FOR NAKED



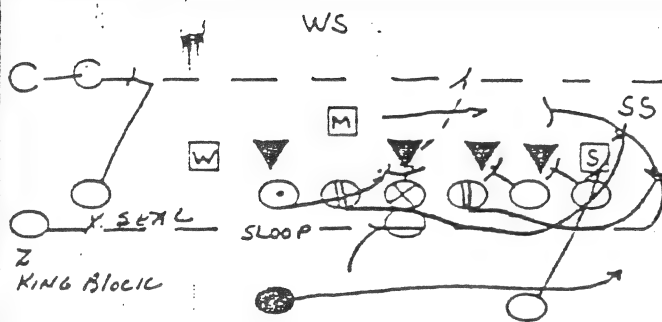
SPLIT RT ZIP H 80 GEE OH (Z KING)

OVERSTACK



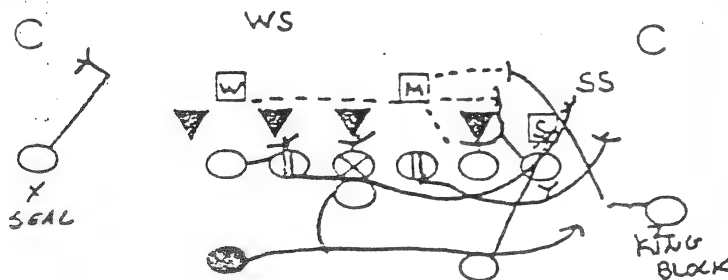
TRAV RT 20 GEE OH

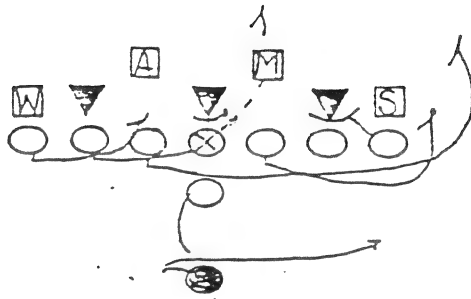
OVER



Z SPLIT RT H 80 GEE OH (Z KING)

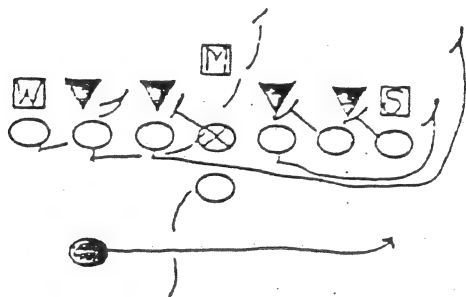
UNDER L



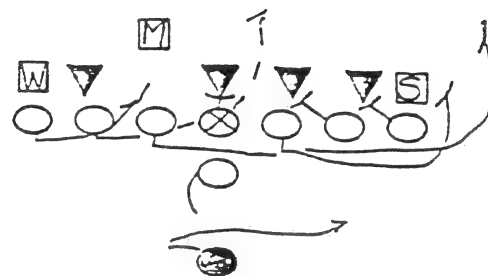


Y	VS ODD BUBBLE - DBL TEAM AND RUB FOR BACKSIDE LBERS VS EVEN # DOWN
ONT	VS ODD BUBBLE DBL TEAM W/Y: ON G COVERED # DOWN
ON G	PULL # LOG END MAN ON THE L.O.S.
CENTER	COVERED # MAN OVER - UNCOVERED # BACK
OFF G	# PULL LEAD (RESPONSIBLE FOR MIKE LBER)
OFF T	SLOOP/AND BACKSIDE BUBBLE. PULL CUT OFF VS 40 AND UNDER
X	SEAL - SLOT - SEAL
Z	MDM - SLOT - SEAL
HB/X	PULL FLAT - CUT BS DE
FB	BALL CARRIER
QB	OPEN AWAY FROM HOLE - CHECK FOR NAKED

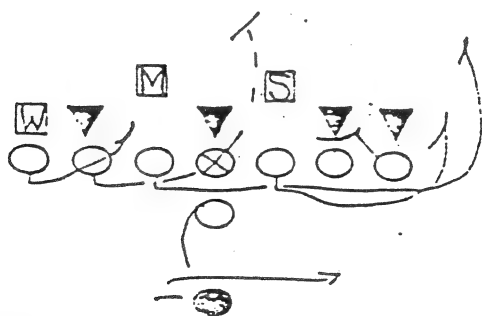
40



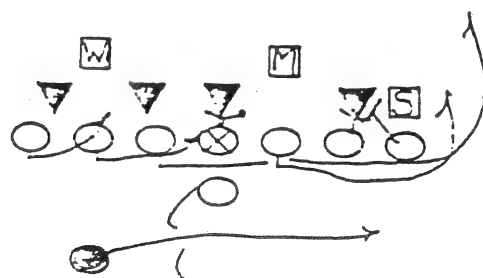
OVER

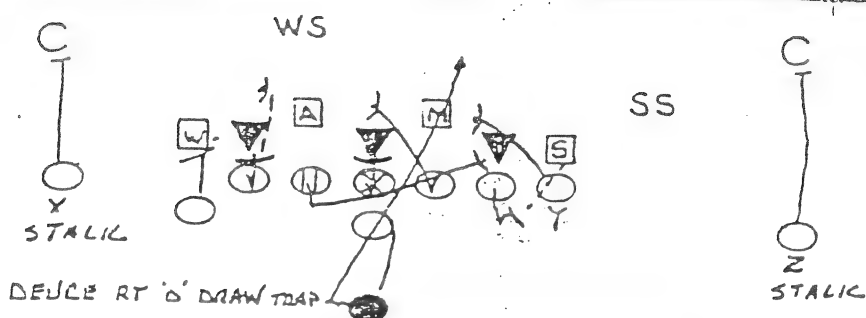


OVER STACK



UNDER L





PLAY O/I DRAW TRAP
SINE QUA NON:

ON T COVERED: # DOWN ON MLBER. ON T UNCOVERED: # MAN OVER.

- V. ODD BUBBLE, PASS SET # MAN OVER Y. OVER: # MAN OVER.

- UNCOVERED: # DOWN, RUB. ON BACKSIDE INSIDE LBER V. 30; OVERSTACK & OVER.
EVEN. PASS SET # MDM.

R - OFF G COVERED: # BACK. COVERED (30, OVER, OVERSTACK): # MAN OVER.

- TRAP FIRST MAN PAST CENTER ON L.O.S.

- # MAN OVER.

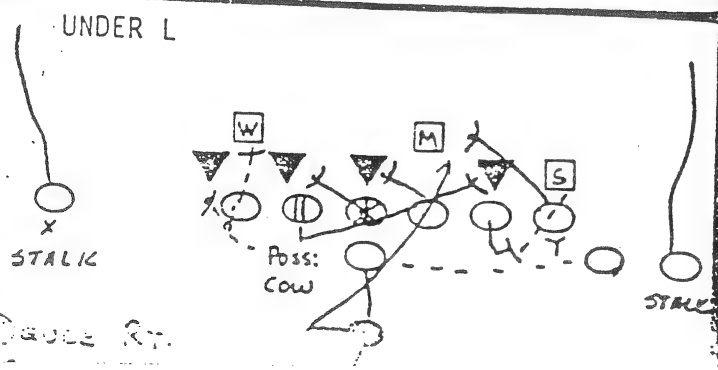
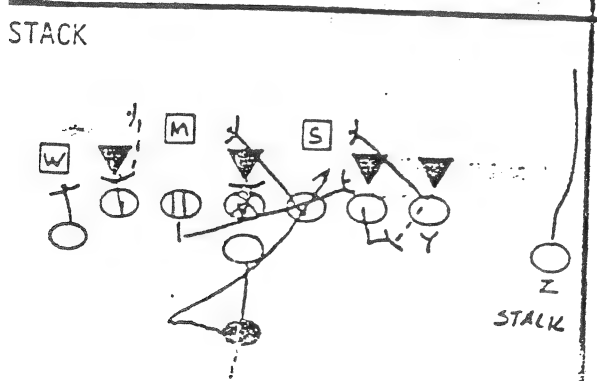
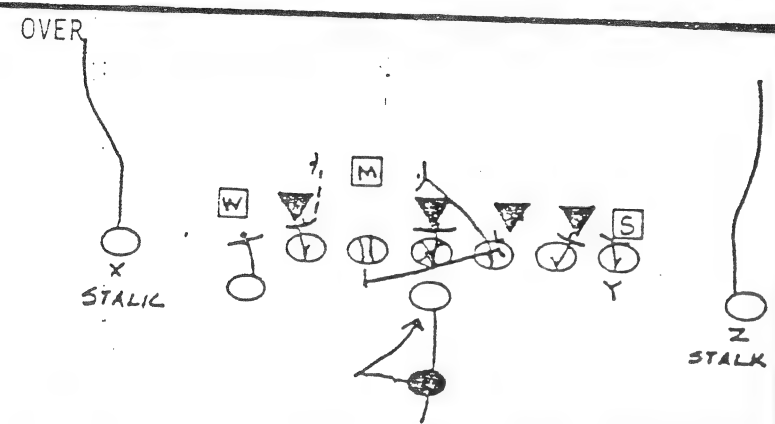
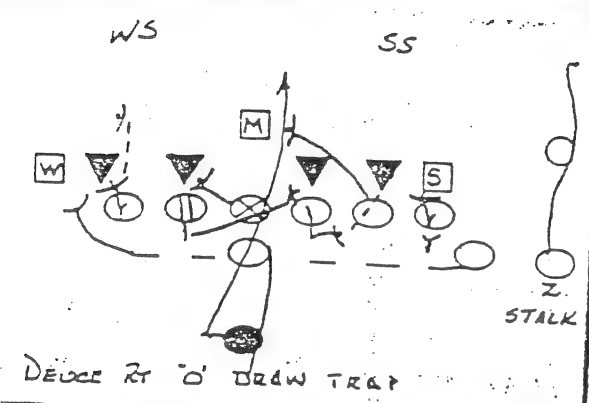
X - STALK BLOCK - MUST RELEASE OUTSIDE VS CLOUD BUMP

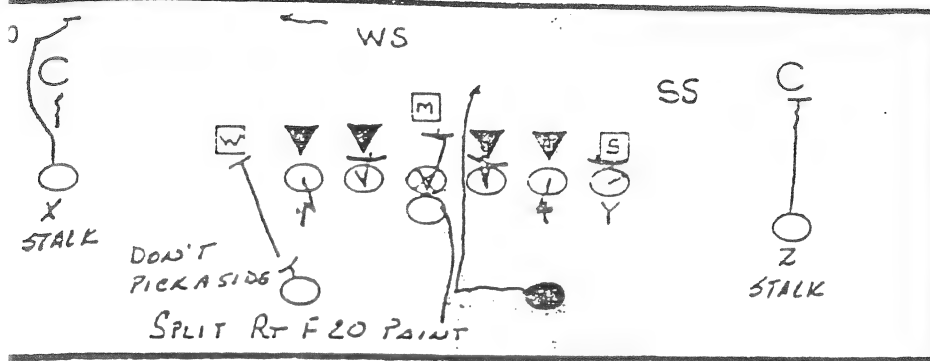
Z - STALK BLOCK " " " " "

HB - BLOCK WILLIE

FB - BALL CARRIER

QB - SHOW PASS DROP HAND TO B.C. C.P. 3 QK STEPS LOOK DOWNFIELD-FIND BC

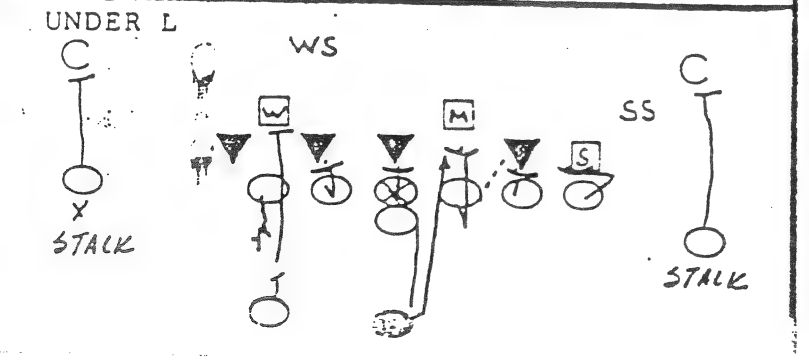
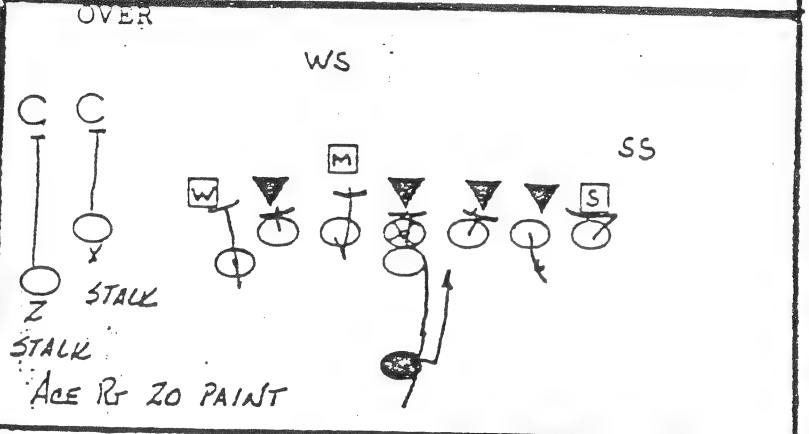
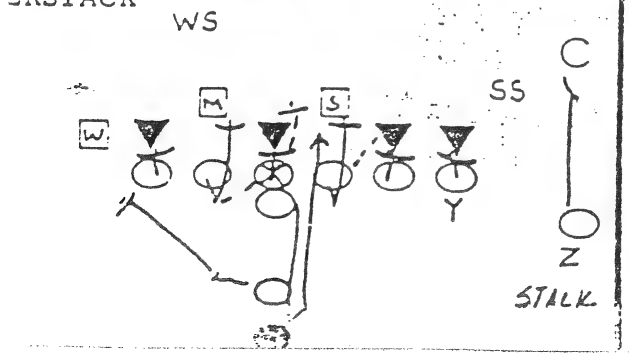
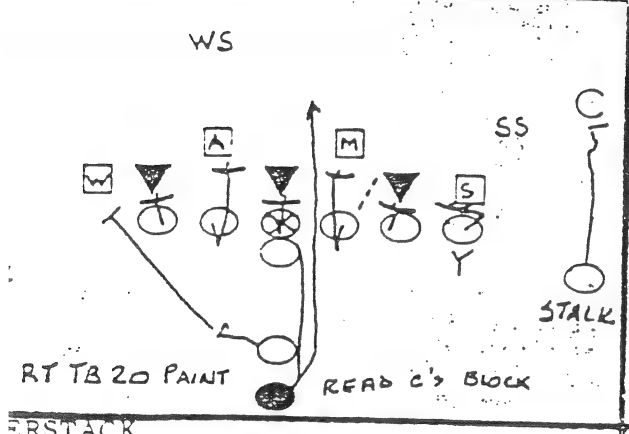




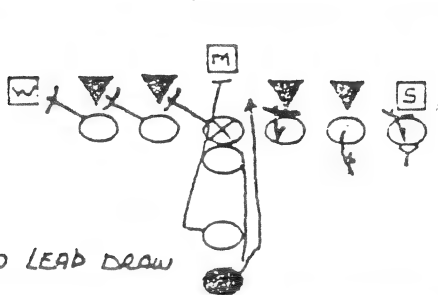
PLAY 20/30 PAINT

SINE QUA NON:
ALERT FOR LINE STUNTS
AND DOGS

- # MAN OVER.
- I T - PASS SET, # MAN OVER.
- I G - PASS SET # MAN OVER.
- ENTER - PASS SET, # MAN OVER.
- F G - PASS SET, # MAN OVER.
- F T - PASS SET, # MAN OVER.
- X - STALK BLOCK, O/S REL, CLD- BMP SLOT _ STALK
- Z - STALK BLOCK, O/S REL, CLD-BMP SLOT - STALK
- HB _ BLOCK WILLIE
- FB - BALL CARRIER
- QB - SHOW PASS DROP HAND TO BC, C.P. 3 QK STEPS, LOOK DOWNFIELD - FIND BC



WS



SS



PLAY: TB 50/40 LD DRAW

SINE QUA NON:
AGGRESSIVE FAN ONSIDE
BLOCKS

STALK

I RT TB 50 LEAD DRAW

STALK

- # MAN OVER. # LIKE PAINT.

N T - # AGGRESSIVE FAN.

N G - # AGGRESSIVE FAN.

ENTER-EVEN: # AGGRESSIVE FAN. COVERED: # MAN OVER LIKE PAINT.

F G - EVEN: SHT. SET # MAN OVER.

F T - # MAN OVER YOU LIKE PAINT.

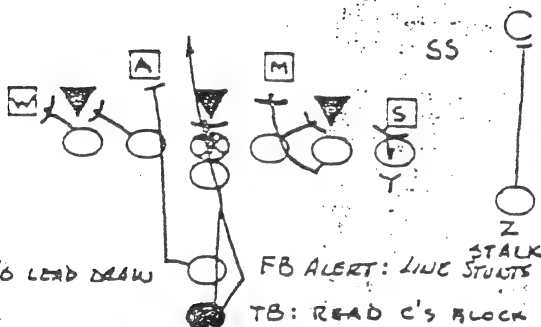
X - STALK BLOCK O/S REL,
CLD-RMP SLOT - STALKZ - STALK BLOCK O/S REL,
CLD-RMP SLOT - STALK

HB - BALL CARRIER

FB - BLOCK M VS 4-3 A VS 30

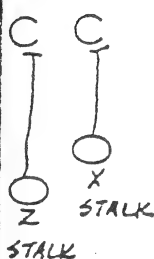
QB - SHOW PASS DROP HAND TO BC

WS



OVER

WS

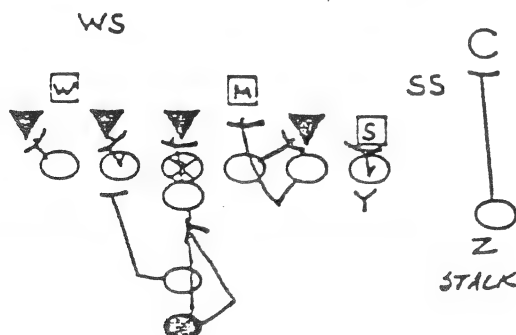
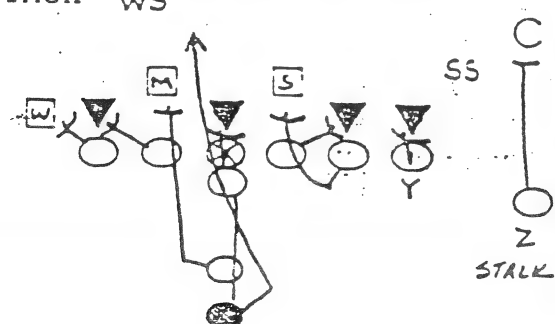


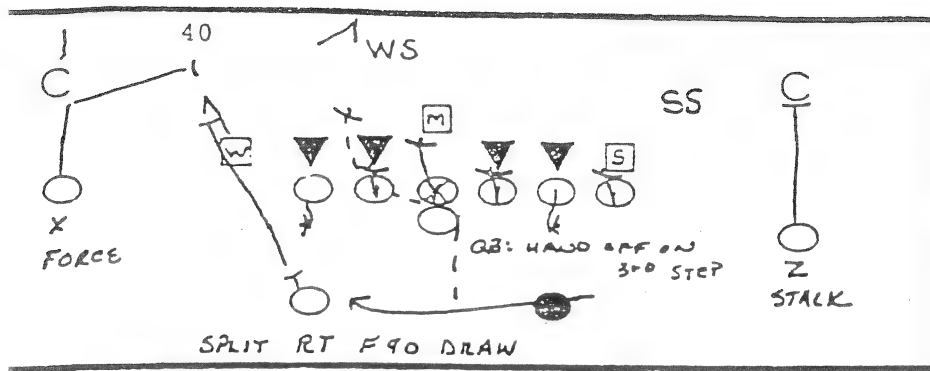
CHANGE RT SLOT H 50 LEAD DRAW

ORSTACK WS

UNDER L

WS

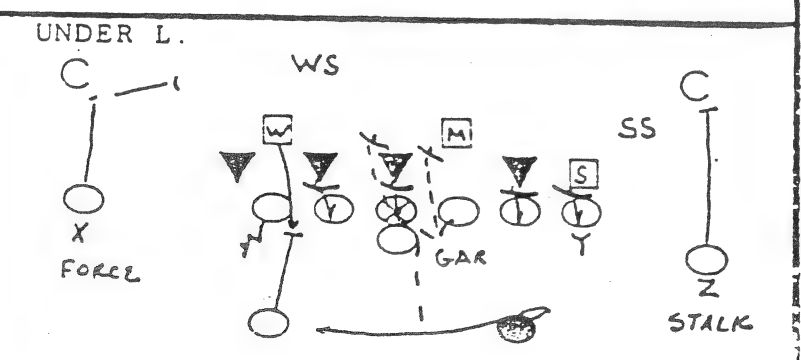
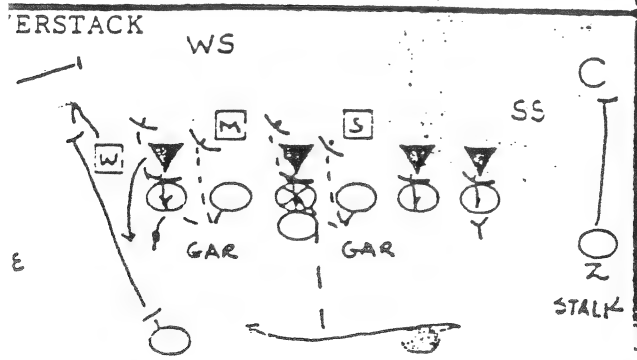
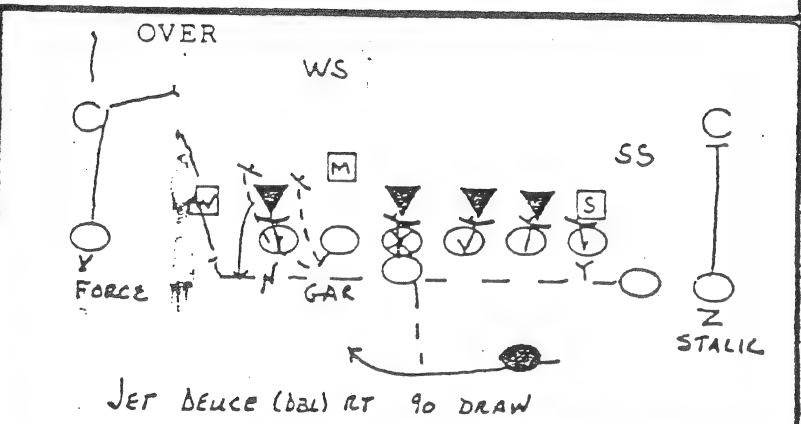
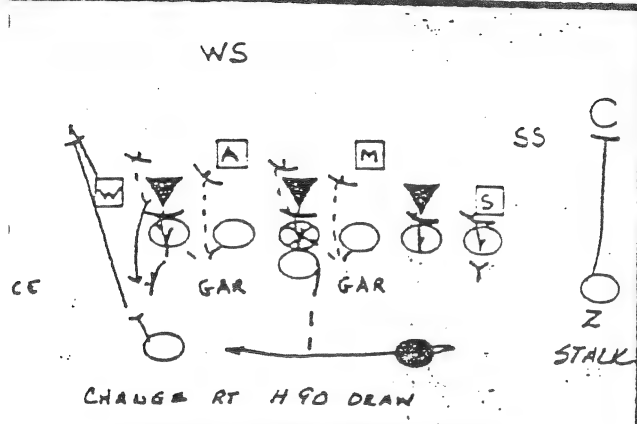




PLAY: 90/80 DRAW

SINE QUA NON:
PREFER TO RUN THE BALL
UNDERNEATH ONSIDE DE

- ONSIDE: RELEASE # STRONG SAFETY. BACKSIDE: # MAN OVER (LIKE PAINT).
- N T - # MAN OVER. V. UNDER: # END MAN ON L.O.S.
ONside STRONG V. OVERSTACK: FAN #
- N G - COVERED: # MAN OVER. UNCOVERED: USE GAR TECH TO PLAYSIDE.
ONside STRONG: V. OVERSTACK: FAN #
- ENTER - COVERED: # MAN OVER (YOU HAVE HIM FULL TIME).
UNCOVERED: # MAN OVER (STEP AROUND T/MIKE GAME).
- FF G - COVERED: # MAN OVER. UNCOVERED: USE GAR TECH. TO PLAYSIDE.
- FF T - # MAN OVER.
- X - BLOCK FORCE
- SLOT - STALK
- Z - STALK BLOCK, O/S REL, CLD-BUMP
- SLOT - STALK
- HB - SHOT PASS BLOCK WILLIE
- FB - BALL CARRIER
- QB - SHOW PASS DROP HAND OFF ON 3RD STEP



SPECIAL RUNS

FK 10/11 Y REV LT/RT

FK 60/70 SLANT H REV. LT/RT

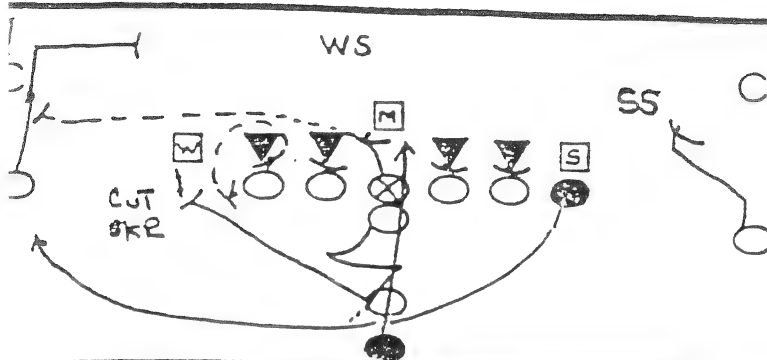
FK 60/70 SLANT X REV. LT/RT

FK 80/90 TOSS Z REV. LT/RT

FK 80/90 GEE O Z REV. LT/RT

(SLOT) FK 80/90 TOSS Z REV. LT/RT

FK 70 SLANT Z REV. OPT. RT



PLAY: FAKE 10/11
Y REV.

SINE QUA NON:
SHOULD DEVELOP QUICKER THAN Z
REVERSES

- BALL CARRIER

I T - # MAN OVER - ALERT TO ADJUST BACK TO SEAL IF END GOES UPFIELD

I G - # MAN OVER

INTER - # MAN OVER - MOVE TO SEAL OFF L.O.S.

F G - # MAN OVER

F T - # MAN OVER

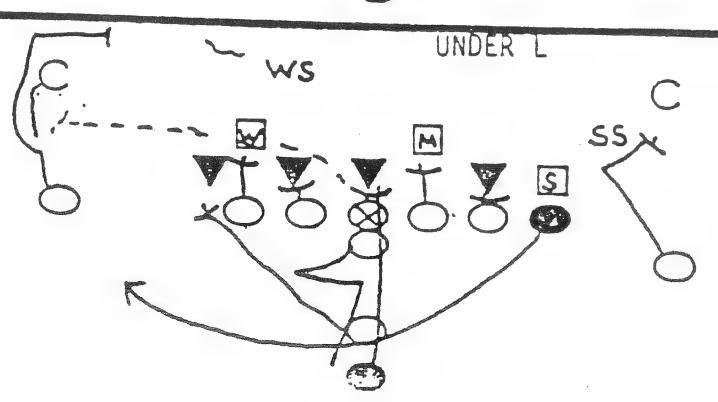
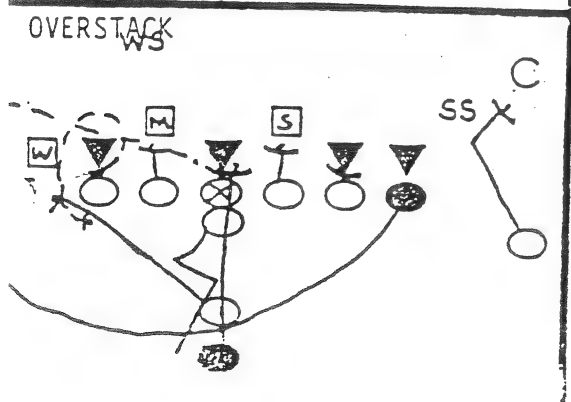
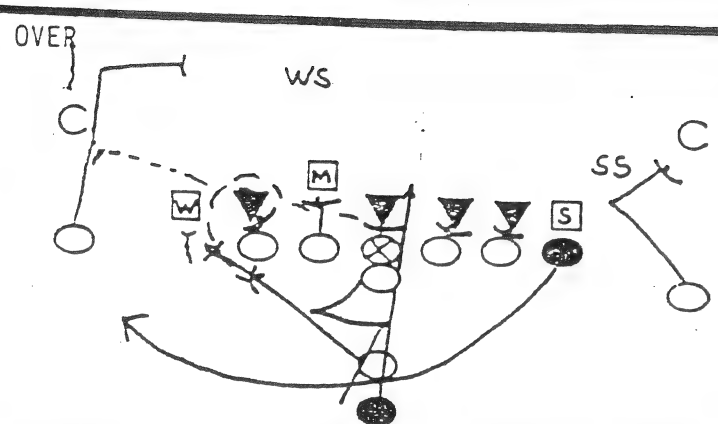
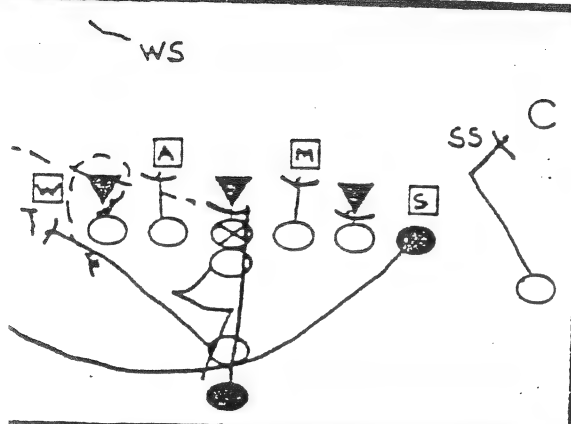
X - DRIVE - CRACKBACK

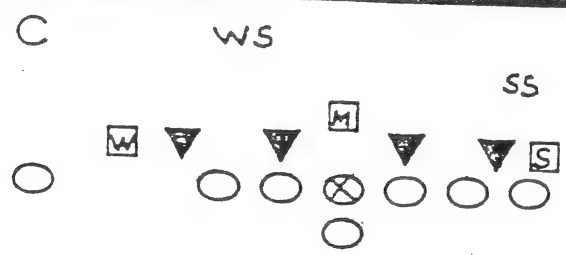
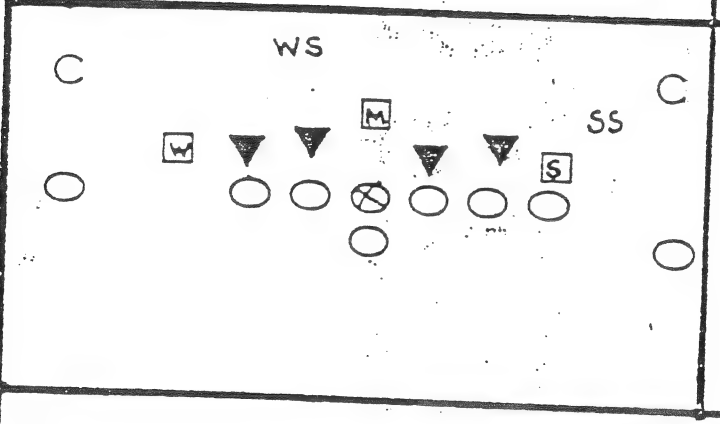
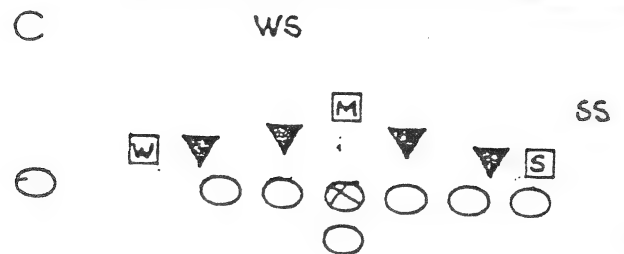
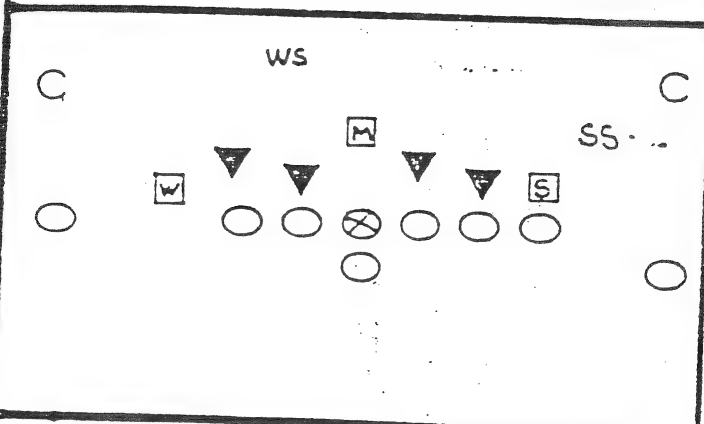
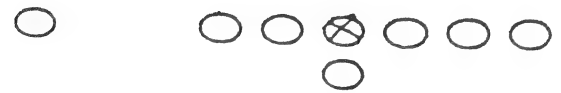
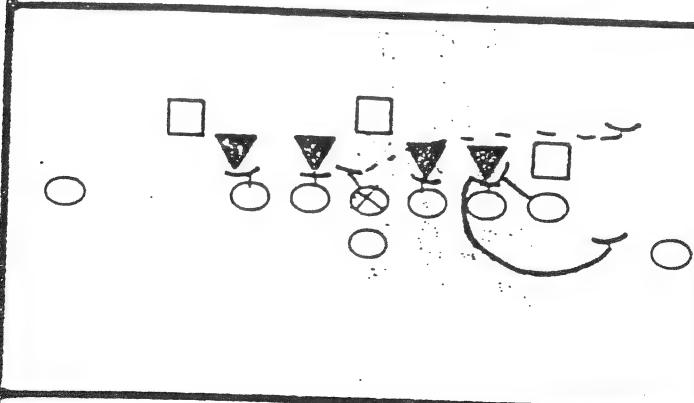
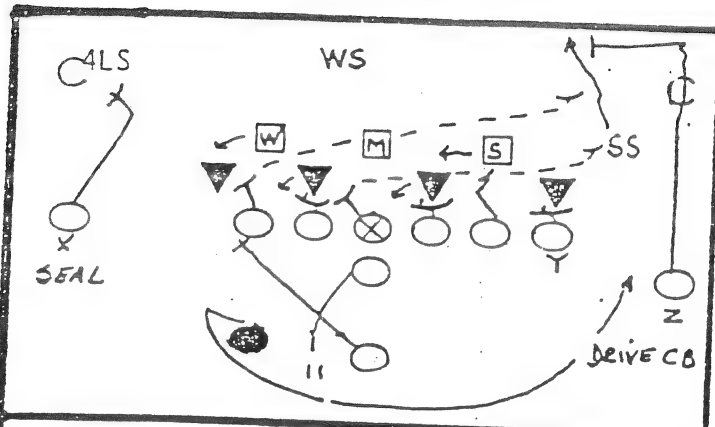
Z - SEAL

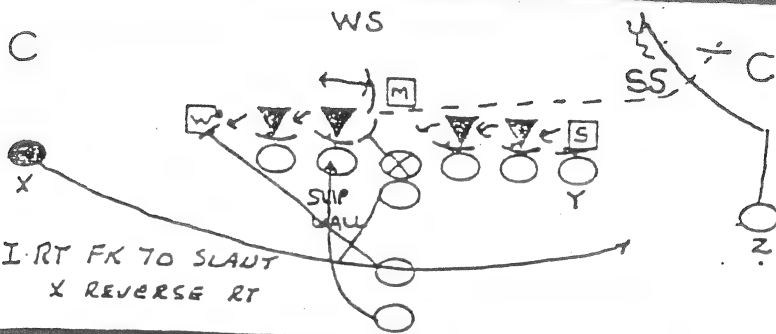
TB - FK 10/11

FB - BLOCK W LBER

QB - FK T 10/11 - TOSS TO Y







PLAY: FAKE 70/60
X REVERSE RT/LT

SINE QUA NON:
SELL 60/70 SLANT

- # 60/70 H REVERSE.

T - # 60/70 H REVERSE.

G - # 60/70 H REVERSE.

INTER - # 60/70 H REVERSE.

G - # 60/70 H REVERSE.

T - # 60/70 H REVERSE.

X - BALL CARRIER.

SLOT - BALL CARRIER

Z - CRK BK SS

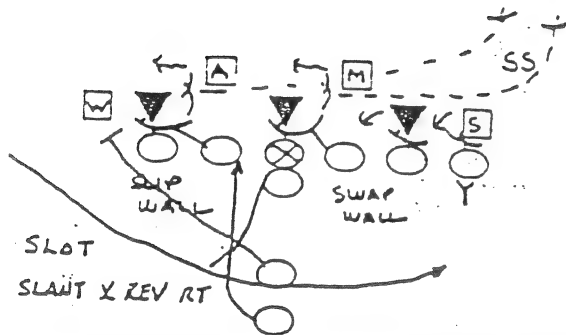
SLOT SEAL

TB - FK 70 SLANT

FB - BLOCK WILLIE

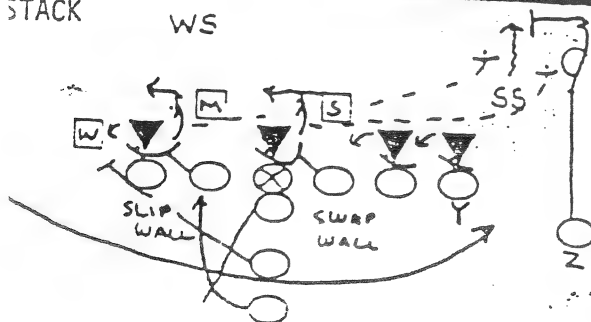
QB - FK TB 70 SLANT HANDOFF TO X

WS



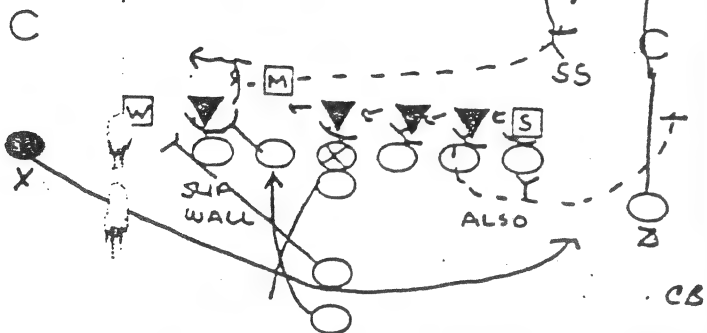
STACK

WS



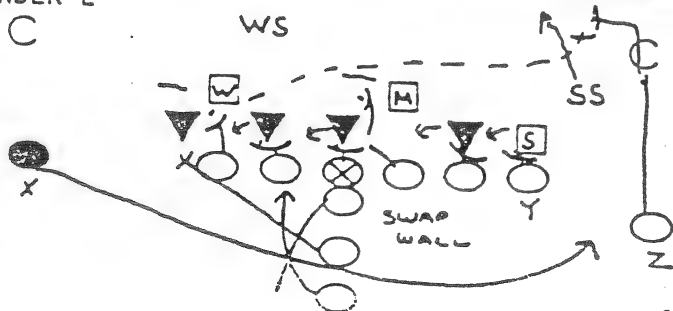
OVER

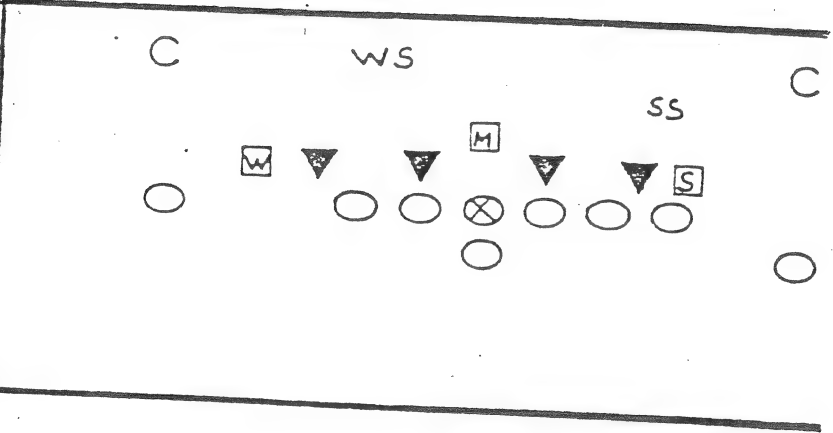
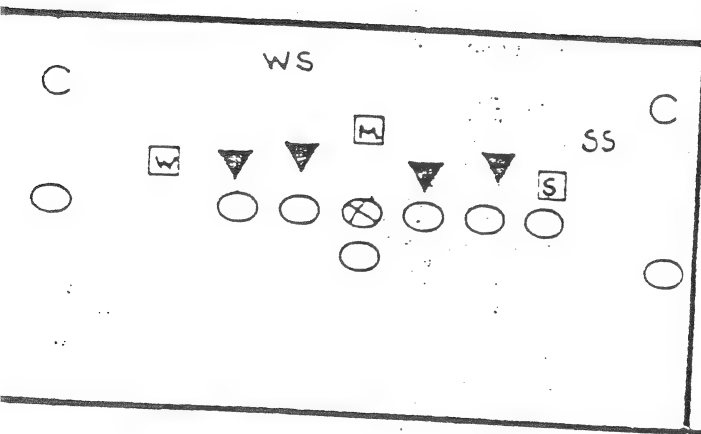
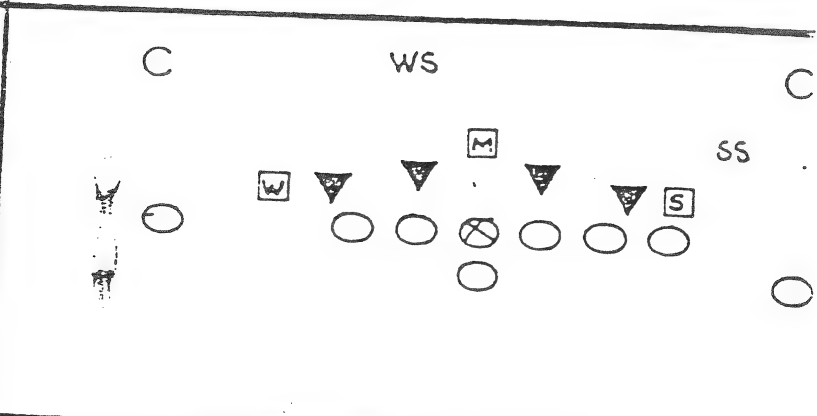
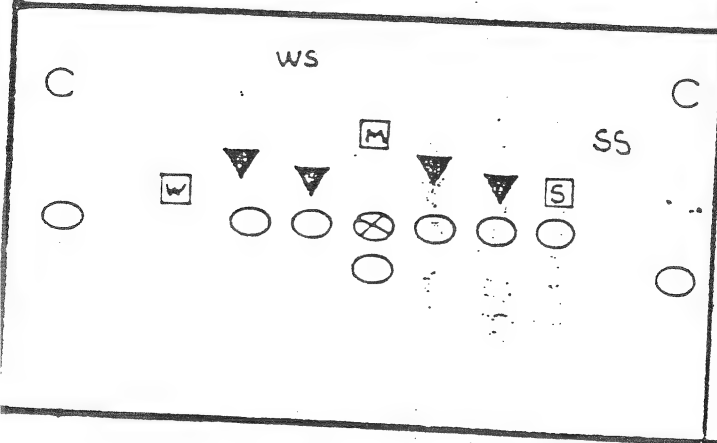
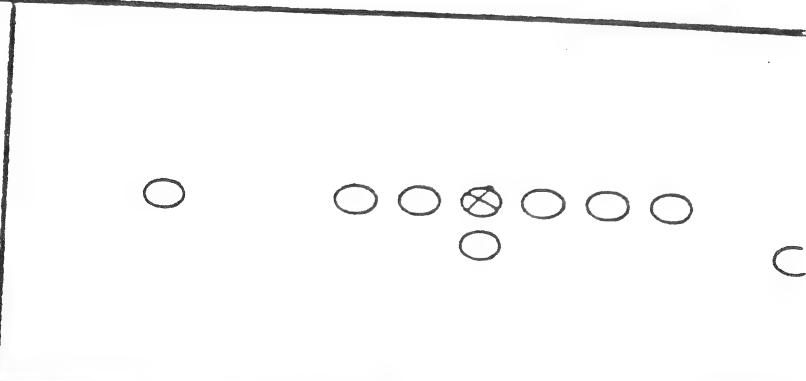
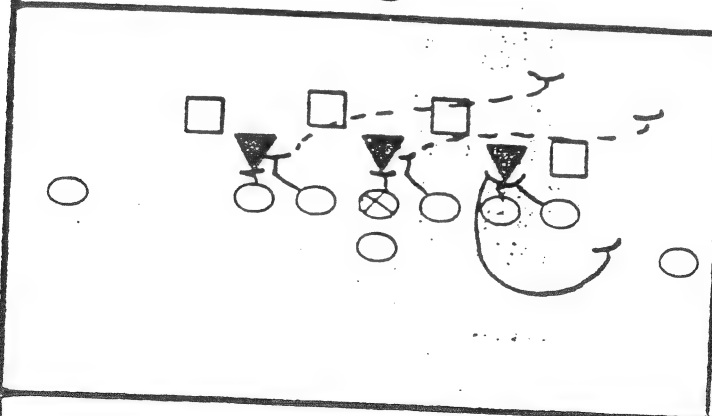
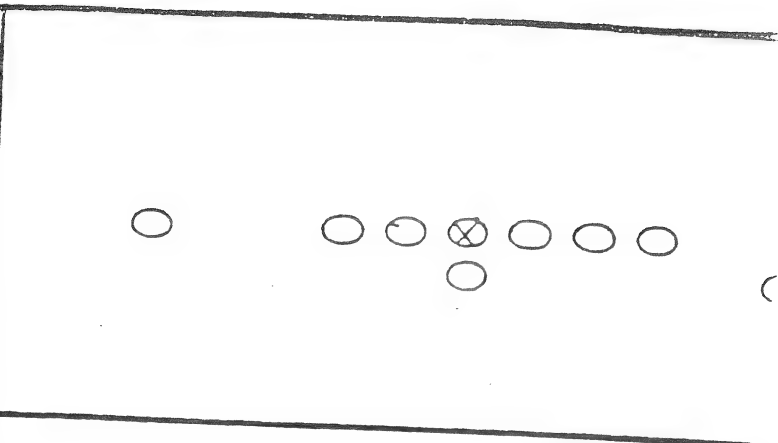
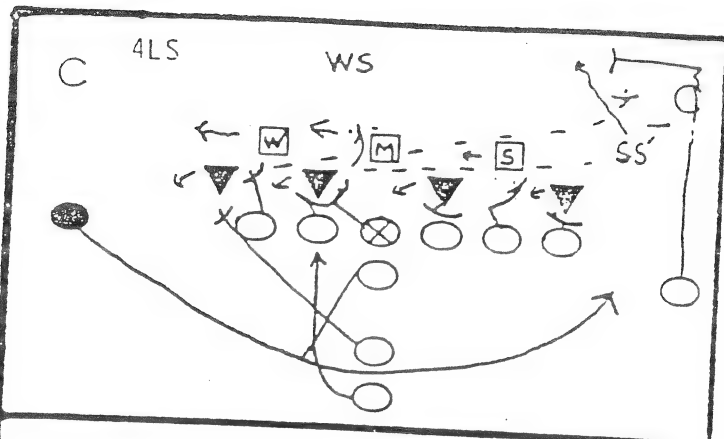
WS

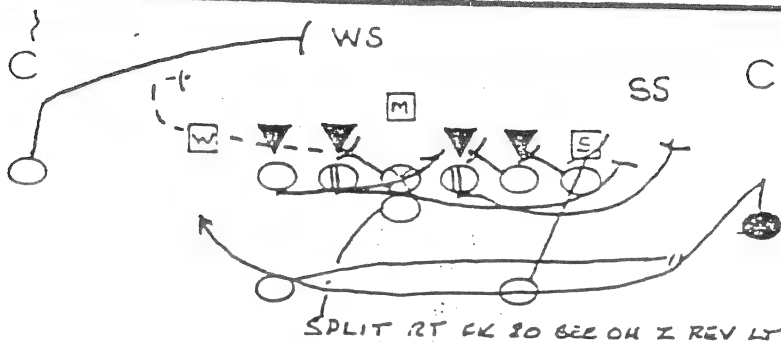


UNDER L

WS







PLAY: FAKE 80/90
GEE OH Z REVERSE LEFT

SINE QUA NON:
SELL 80/90 GEE-OH

- # DOWN. # 80/90 GEE OH.

N T - # 80/90 GEE OH.

N G - # 80/90 GEE OH.

ENTER - QUICK # MAN OVER, RELEASE ONSIDE TO LEAD OR SEAL. UNCOVERED: # BACK - RELEASE.

FF G - # 80/90 GEE OH.

FF T - PULL FLAT, V. UNDER: CUT OFF DT.

X - CRACK BACK WK SAFETY

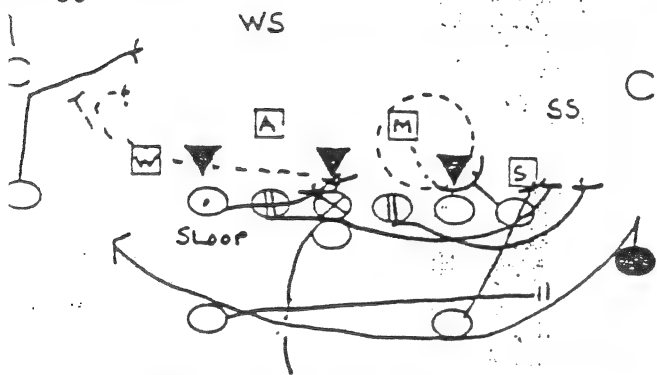
Z - BALL CARRIER

HB - RUN 80 G-O HAND OFF TO Z

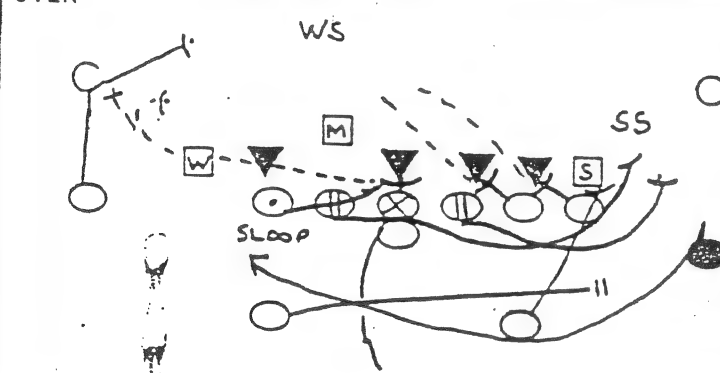
FB _ BLOCK 80 G-O

QB - HAND OFF TO H. GET DEEP

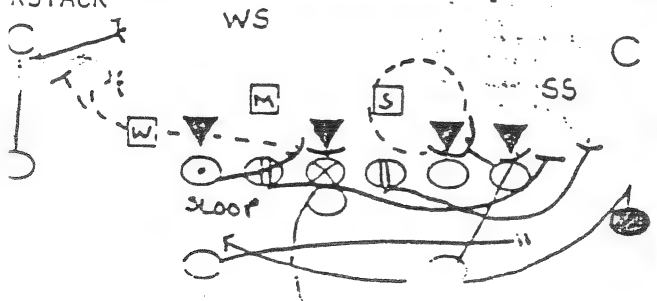
30



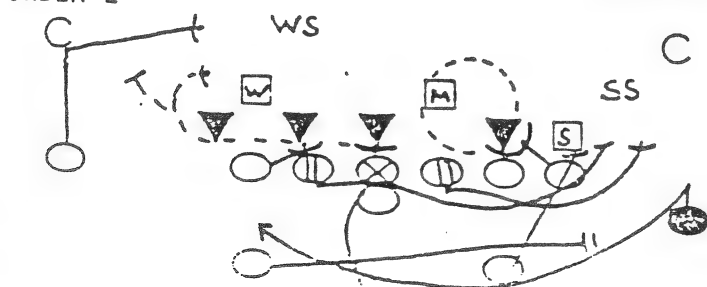
OVER

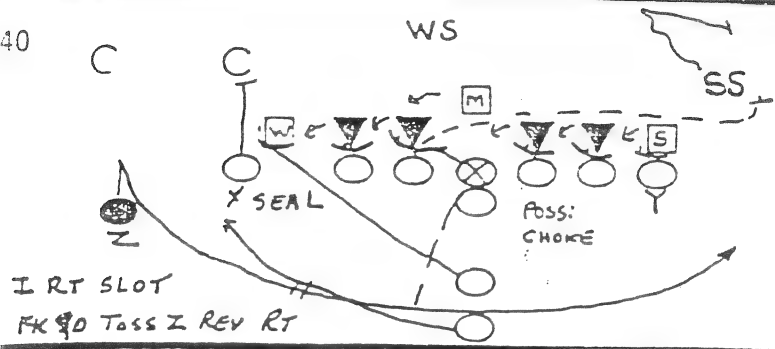


RSTACK



UNDER L





PLAY: FAKE 90/80 TOSS Z
REV. RT/LT
(SLOT)

SINE QUA NON:
SELL WEAKSIDE TOSS

ON T - # MAN OVER (SELL WK. TOSS - WORK HEAD OUTSIDE).

ON T - # MAN OVER.

ON G - COVERED: # MAN OVER. UNCOVERED: RIM #, PULL-LOAD.

ENTER-COVERED: # MAN OVER. UNCOVERED: STEP BACKSIDE RELEASE LEAD OR SEAL.

FF G - COVERED: # MAN OVER. UNCOVERED: SLIP #; RELEASE LEAD OR SEAL.

FF T - # MAN OVER

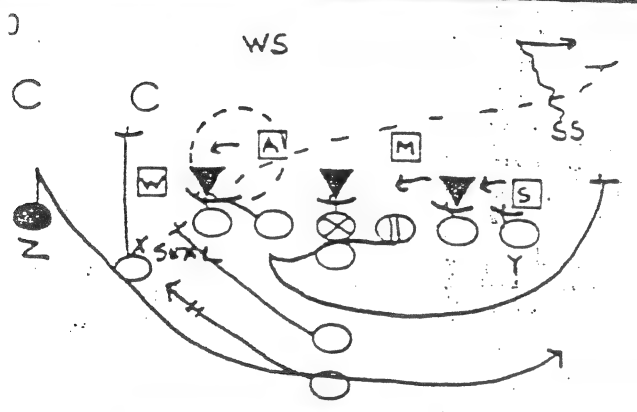
X SLOT - SEAL

Z SLOT - BALL CARRIER

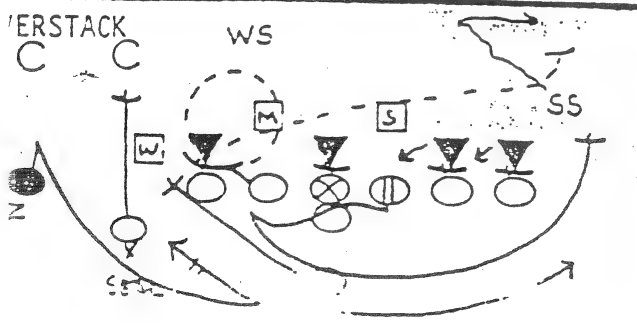
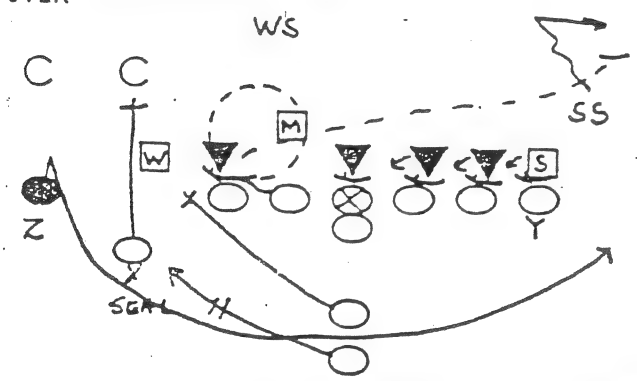
TB - RUN 90 TOSS HAND OFF TO Z

FB - BLOCK 90 TOSS

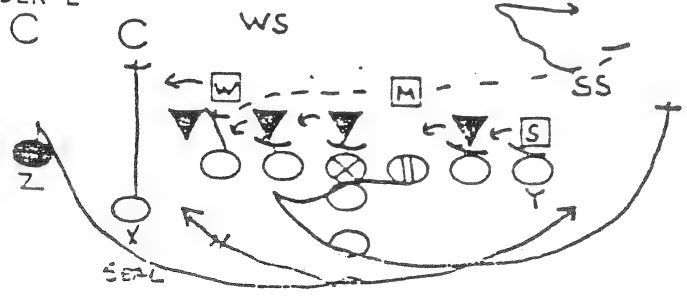
QB - TOSS TO TB

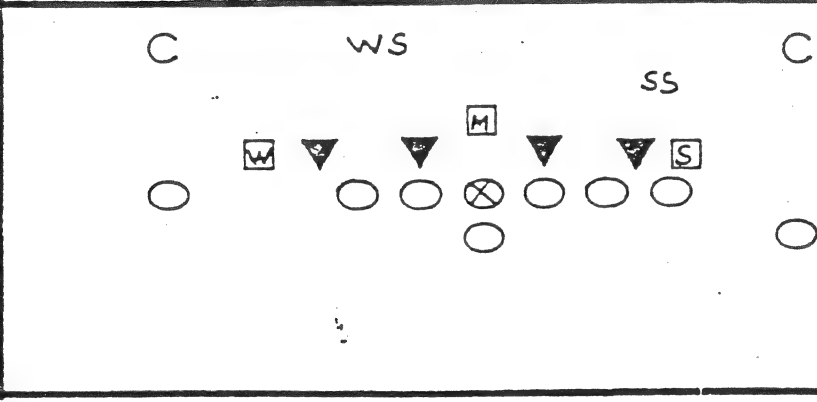
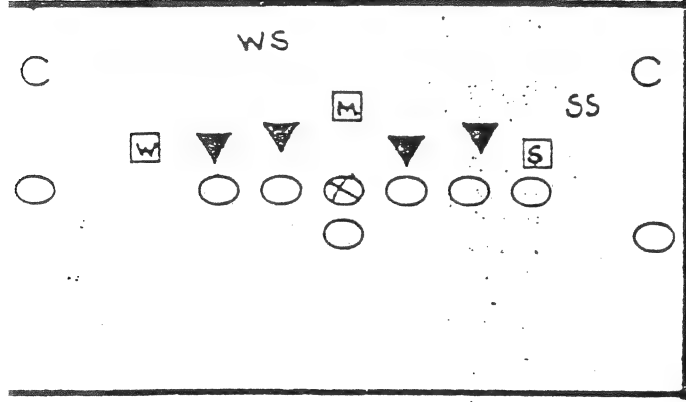
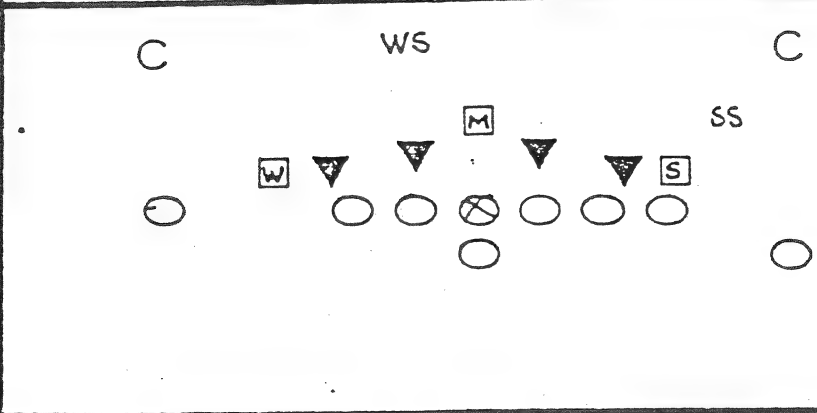
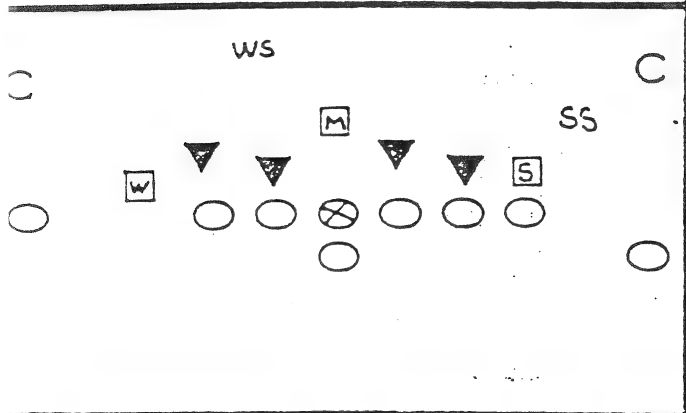
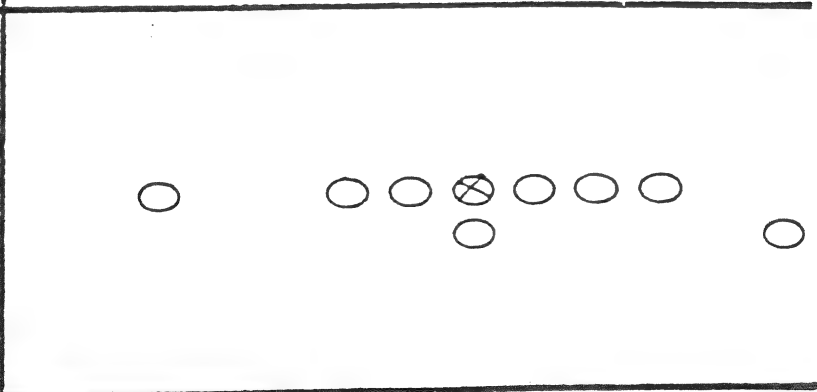
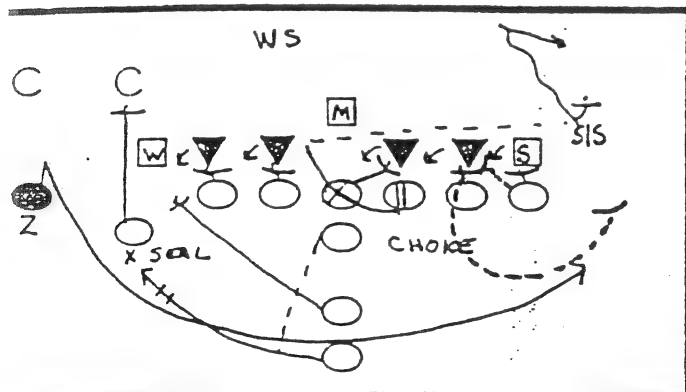
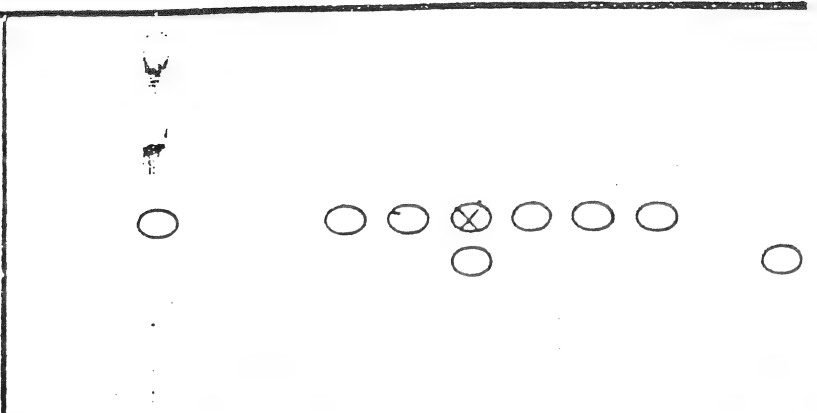
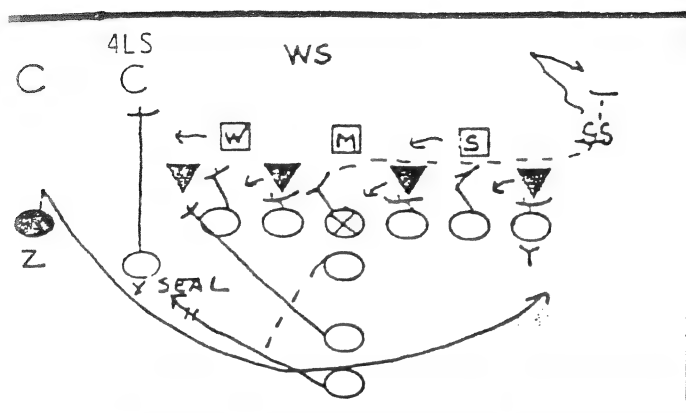


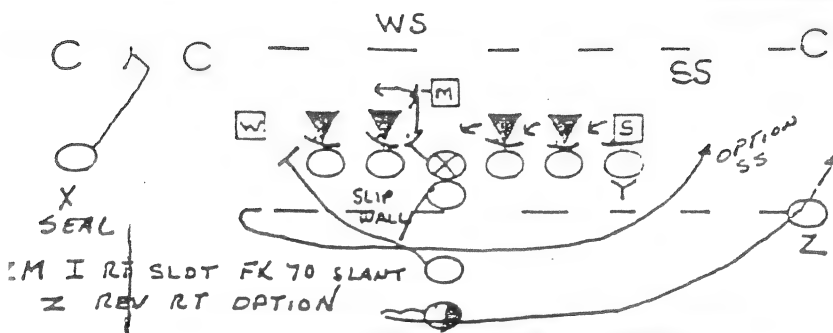
OVER



UNDER L







PLAY: FAKE 70 Z REVERSE
OPTION RIGHT

SINE QUA NON:
STAY ON YOUR BLOCKS

M I RT SLDT FK 70 SLANT
Z REV RT OPTION

MAN OVER.

T - # MAN OVER.

3 - # MAN OVER. UNCOVERED: SWAP WALL #.

TER-EVEN: SLIP WALL BACKSIDE. COVERED: # MAN OVER. INSIDE G. UNCOVERED: SWAP WALL #.

G - UNCOVERED: SLIP WALL #: # MAN OVER. CENTER UNCOVERED: SWAP WALL #.

T - # MAN OVER. OFF G UNCOVERED: SLIP WALL #.

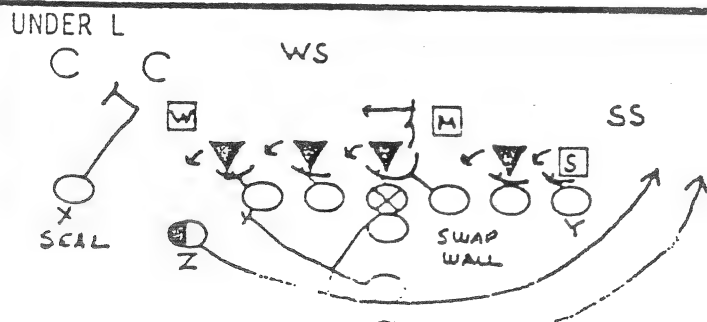
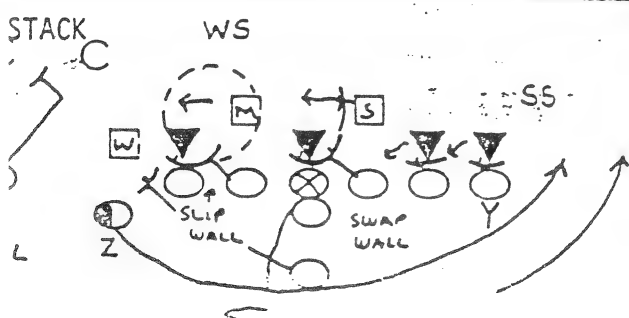
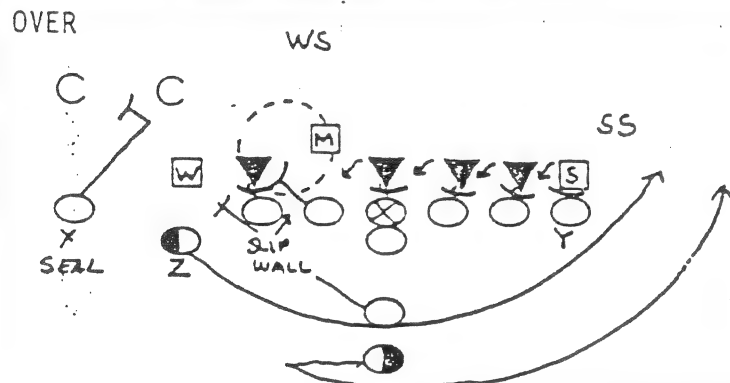
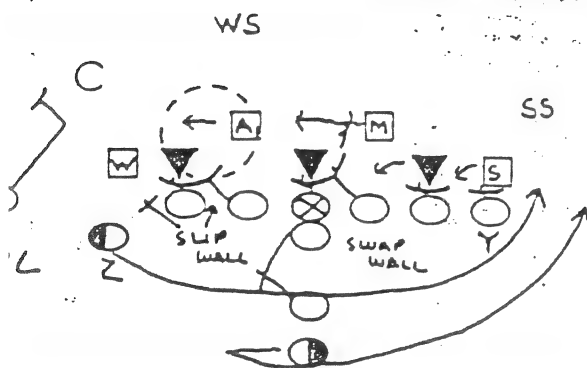
X - SEAL

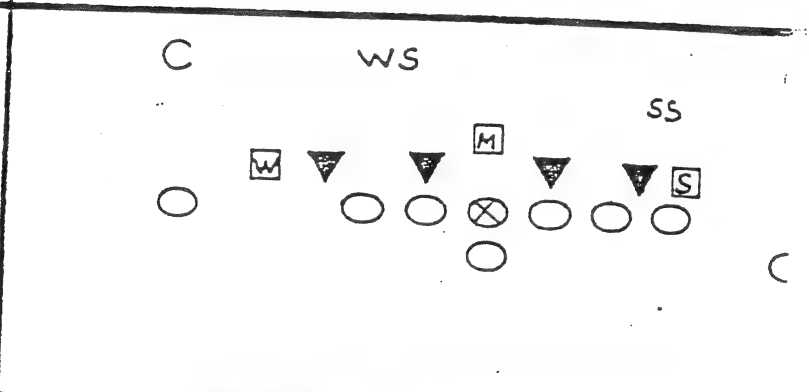
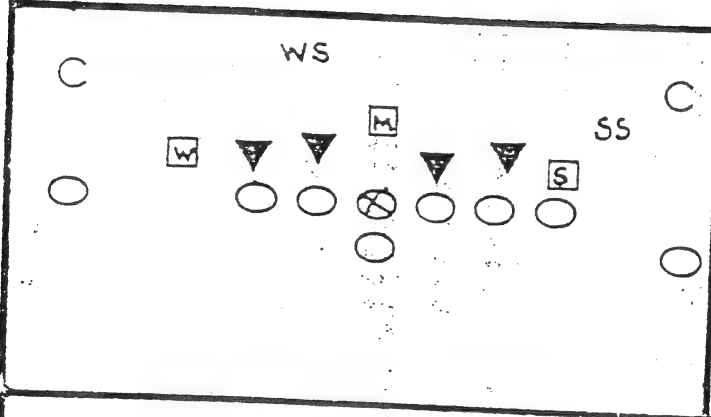
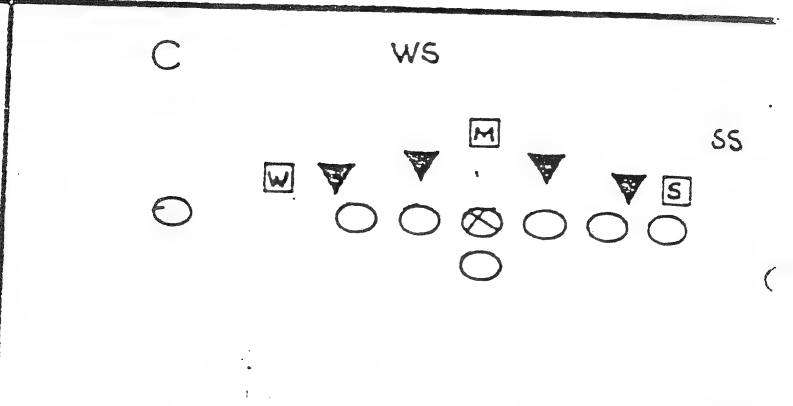
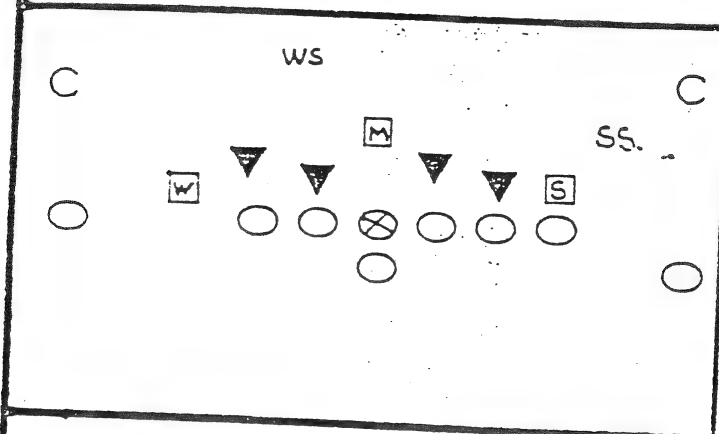
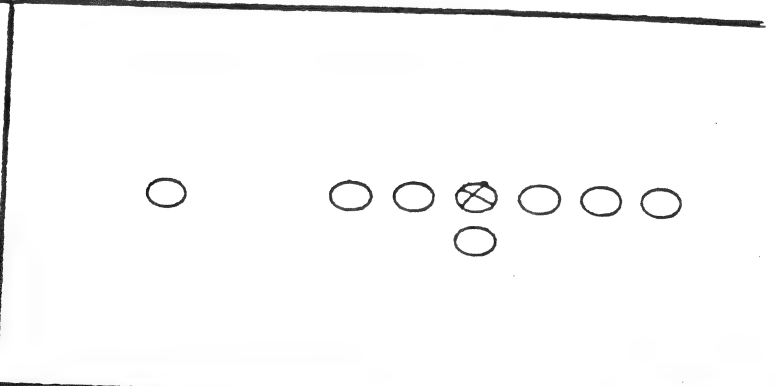
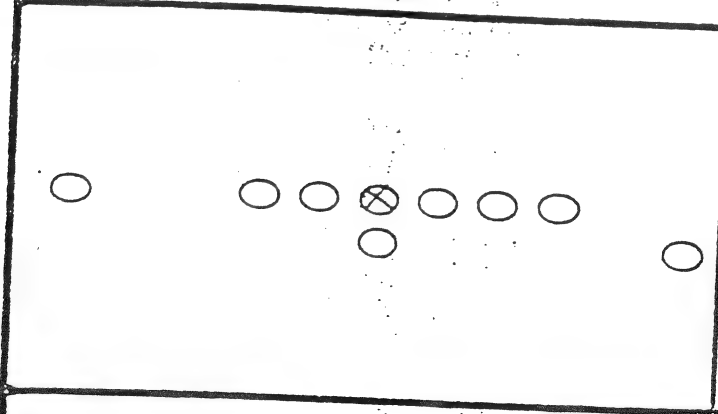
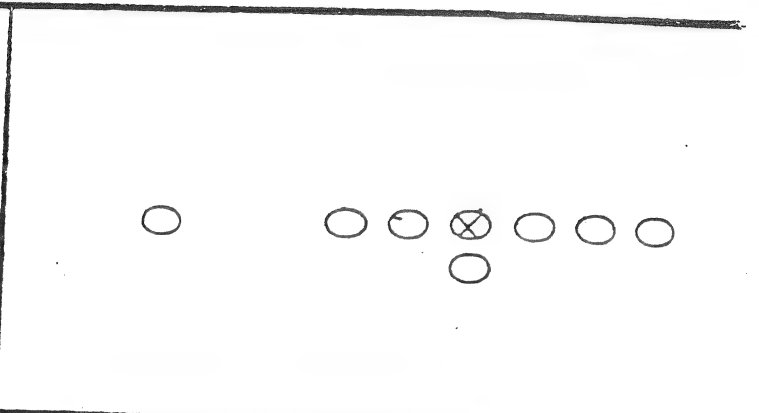
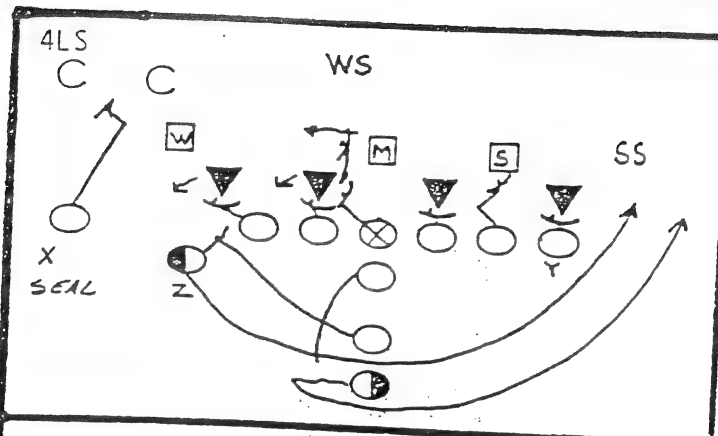
Z - BALL CARRIER

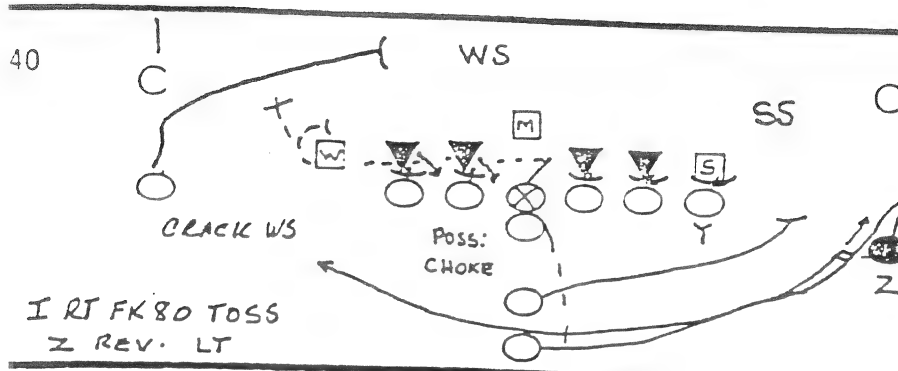
TB - START 90 TOSS COME TO PLAYSIDE FOR PITCH

FB _ BLOCK WILLIE

OB FAKE TO F HAND OFF TO Z







PLAY: FAKE 80/90
Z REVERSE LEFT

SINE QUA NON:
SELL 80/90 TOSS

- # MAN OVER. SELL 80/90 TOSS - GET HAT INSIDE.

N T - # MAN OVER. V. UNDER: SWAP # WALL OFF DT.

N G - COVERED: # MAN OVER. V. UNDER: SWAP # - WORK TO OUTSIDE - SEAL.
UNCOVERED: START RIM # - PULL - LEAD.

ENTER - COVERED: # MAN OVER. UNCOVERED: SLIP # _ WORK TO OUTSIDE - SEAL.

FF G - COVERED: # MAN OVER. UNCOVERED: SLIP # - CUT OFF LBER OVER YOU.

FF T - # MAN OVER. V. 4LS: CUT OFF LBER OVER YOU.

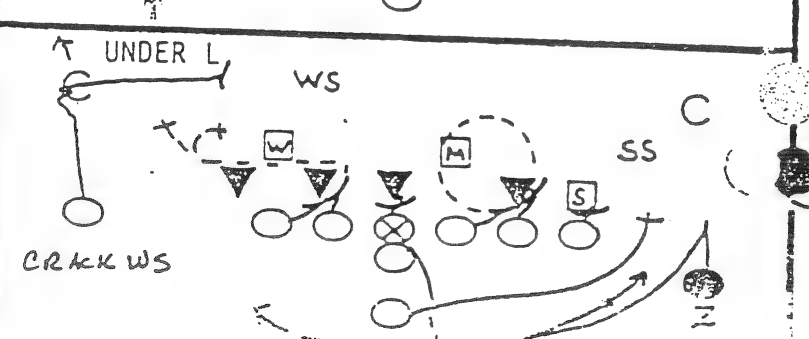
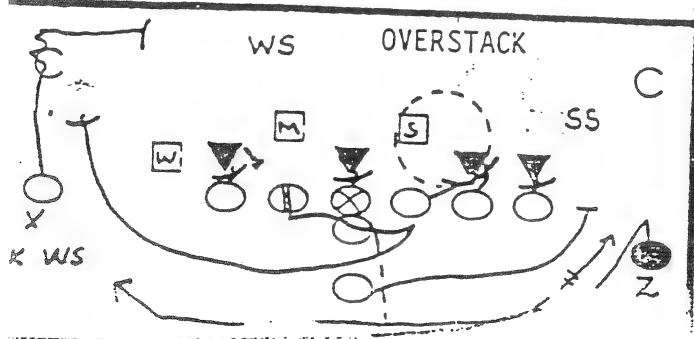
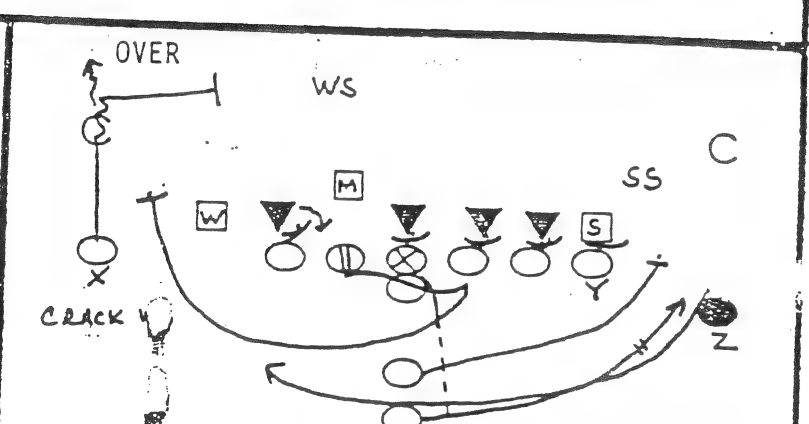
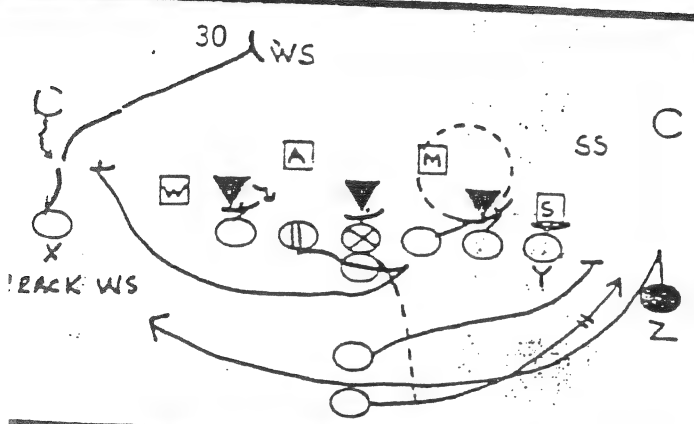
X - CRACK BACK WK SAFETY

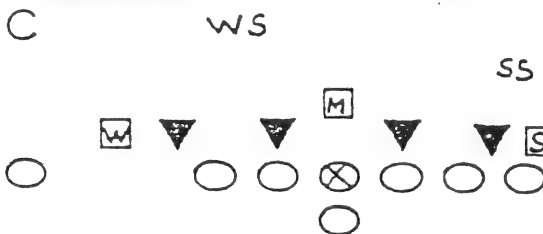
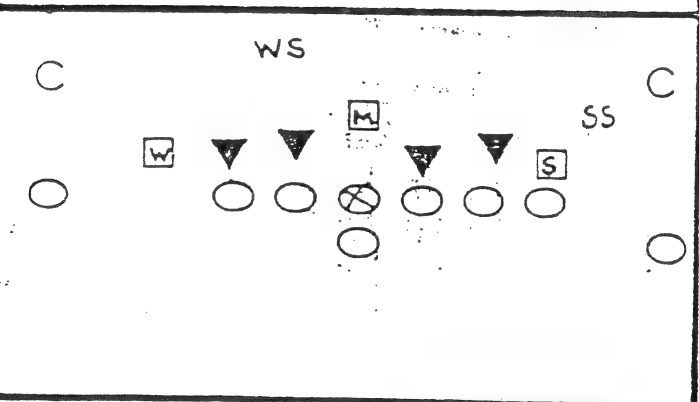
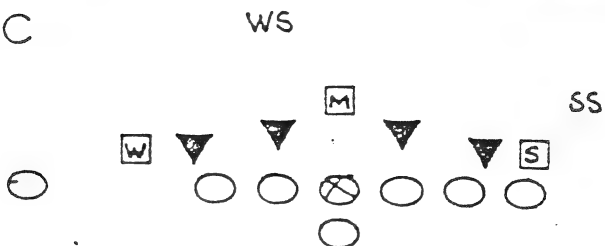
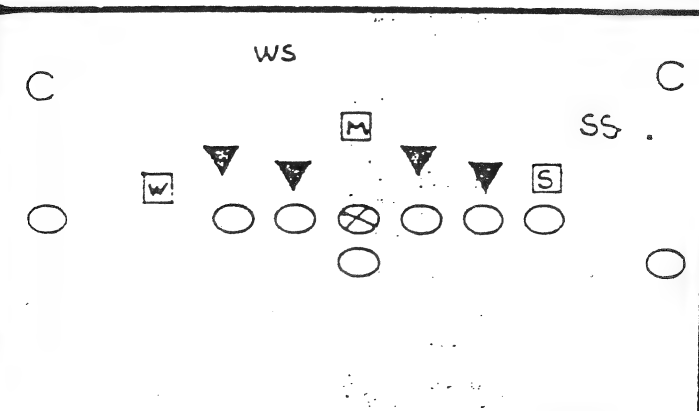
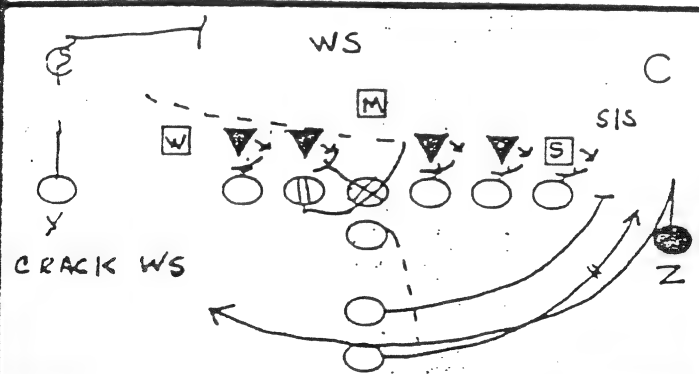
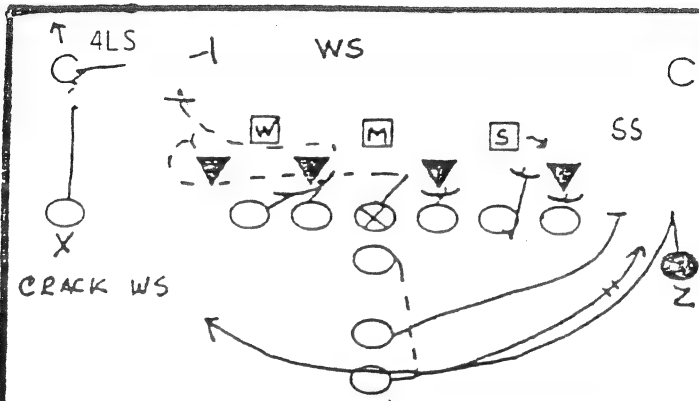
Z _ BALL CARRIER

TB - RUN 80 TOSS HAND OFF TO Z

FB - BLOCK 80 TOSS

QB _ TOSS TO TB





S.Y./G.L.

RUN

"0"/1 Z TRAP

20/30 DOG

20/30 DBL DIVE

40/50 LEAD

40/50 LEAD Z WHAM

40/50 Z TRAP

60/70 GEORGE

80/90 RIDE

80/90 POWER RIDE

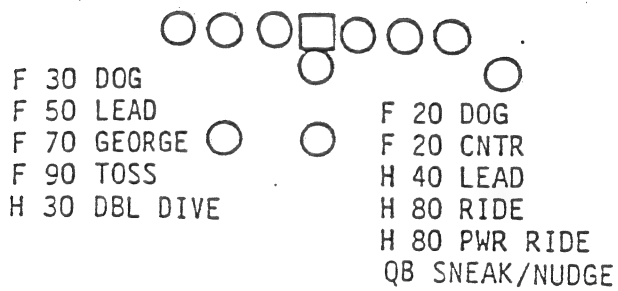
80/90 POWER GEORGE

80/90 TOSS

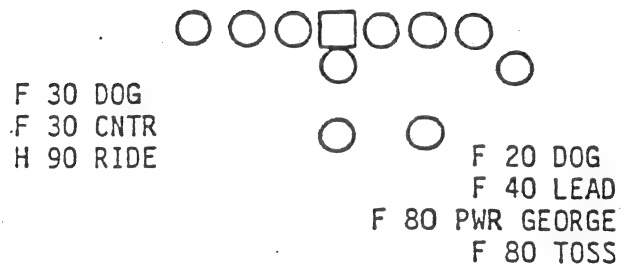
QB 80/90 GEE OH

QB SNEAK/NUDGE

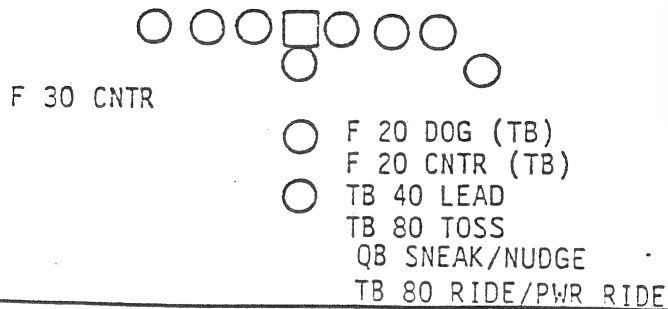
FAR RIGHT



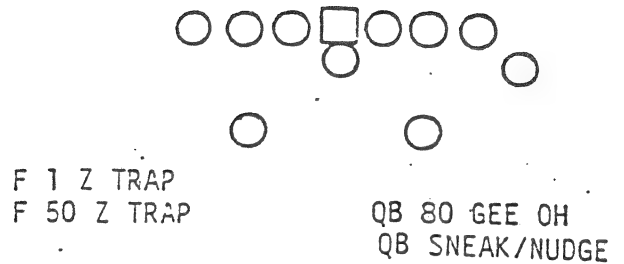
NEAR RIGHT



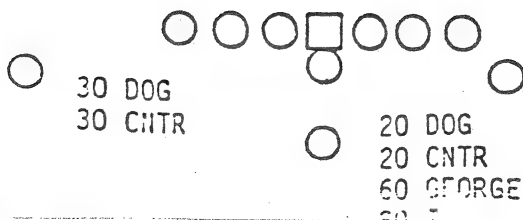
I RIGHT



SPLIT RIGHT

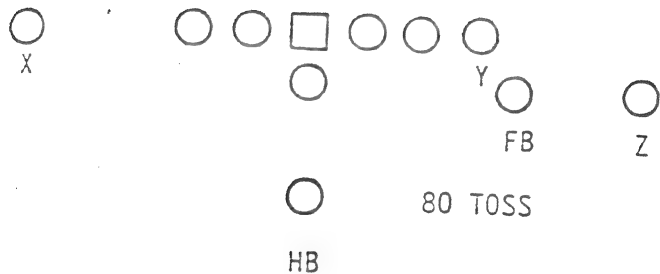


TWINS RIGHT

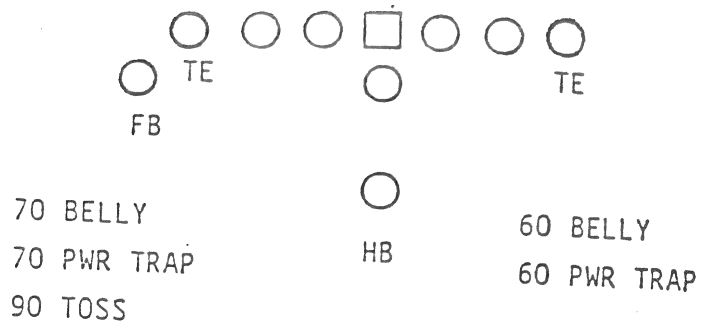


SHORT YARDAGE RUNS BY FORMATION

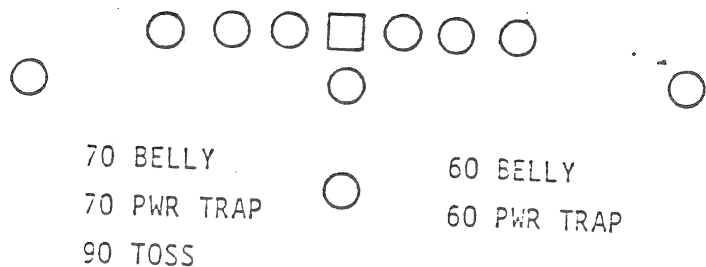
NEAR RT UP (SLOT)



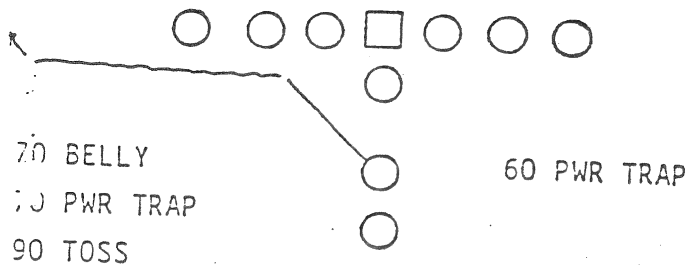
FAR RT UP (2 TE)



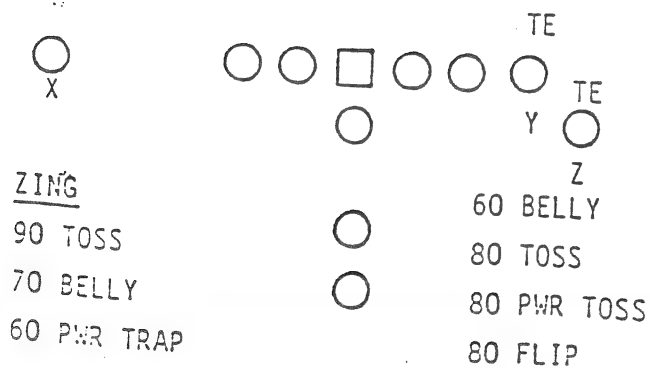
DEUCE RT



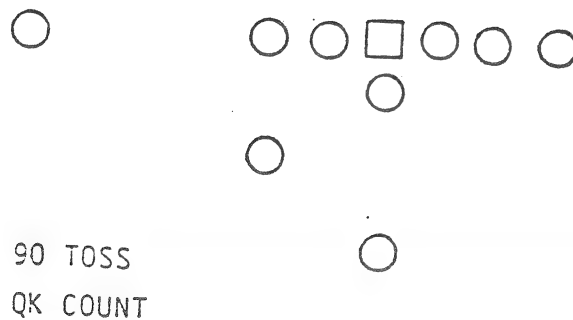
I RT (2 TE) F JET



I RT PAIR

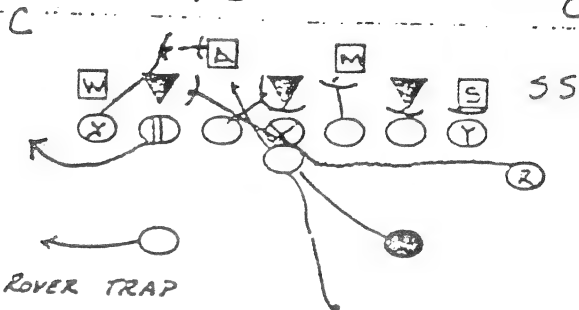


COCKED I RT



30

WS



SPLIT RT F1 ROVER TRAP

SY/G!

PLAY: 0/1 ROVER TRAP

SINE QUA NON:
ROVER TIMING FOR
SNAPPING BALL

ON SIDE: STEP DWN. (LIKE TAKE #), # INSIDE. 62 PLUGGER: LOOK FOR INSIDE LBER QUICK
Y- 30, 52: # INSIDE LBER. BACKSIDE: # MAN

ON T - PULL - # ANYBODY THAT CROSSES YOUR FACE - USE FLIP TECH.

ON G - V. EVEN: MLBER - # MLBER, 62 PLUGGER: SET. TURN OUT.
MDM. V. 30, 52: DBL TM # W/CENTER

V. EVEN: # BACK- DBL TM W/OFF G.

CENTER - V. 62 PLUGGER: USE "COW" TECH. V. 30, 52: DBL TEAM # W/ON G

OFF G - V. EVEN: # MAN OVER - DBL TM # W/CENTER. V. 62 PLUGGER # MAN OVER.
V. 30, 52: # LBER OVER YOU.

OFF T - # MAN OVER YOU.

X ON SIDE: STEP DOWN (LIKE TAKE #), # FIRST INSIDE LBER
BACKSIDE: # MAN OVER

ROVER TRAP 1ST MAN PAST C

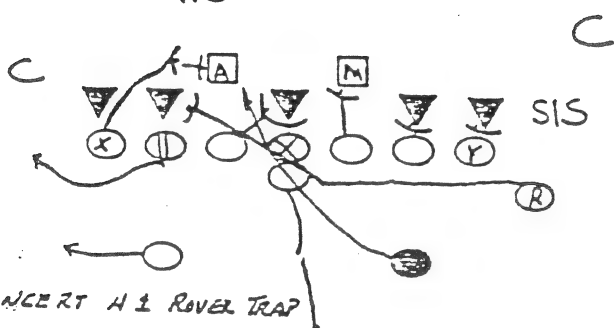
HB FK PITCH

FB BALL CARRIER

QB UNDERNEATH HAND OFF

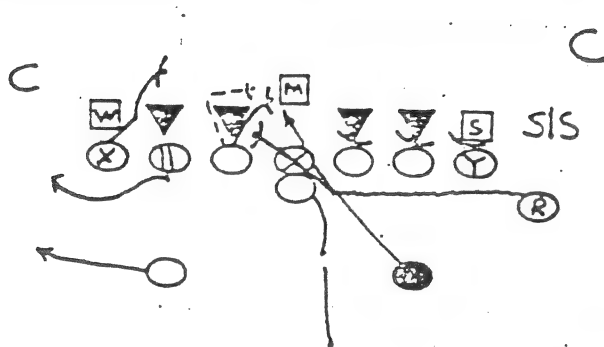
52

WS



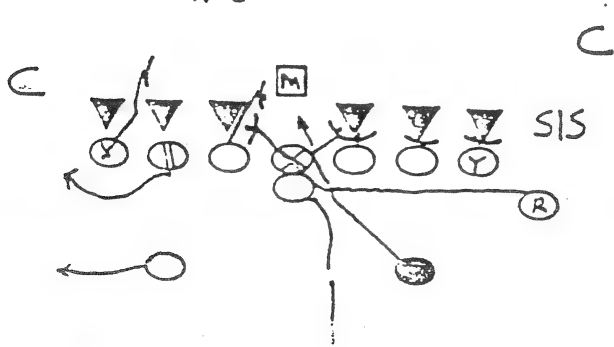
CHANCE RT A1 ROVER TRAP

40

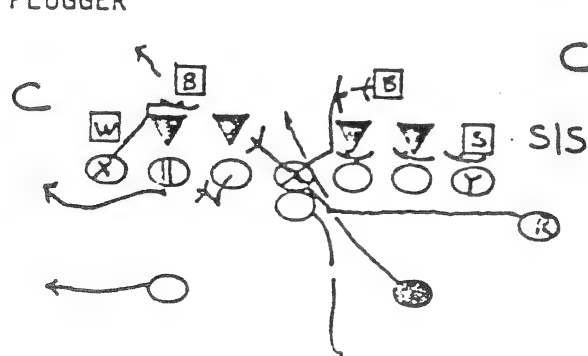


50

WS

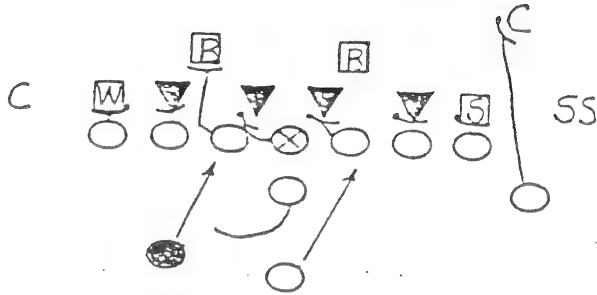


6-2 PLUGGER



6-2 PLUGGER

PLAY: 20/30 DOUBLE DIVE



Y # MAN OVER - GET HAT INSIDE

ONT # MAN OVER - HEAD ON MIDDLE

ONG TAKE STEP TO DE

CENTER VS EVEN STEP FLAT - REACH #DT - CUT HIM VS ODD - # MAN OVER

OFF G # MAN OVER - GET HAT INSIDE

OFF T # MAN OVER - GET HAT INSIDE

X # MAN OVER - GET HAT INSIDE

Z # BLOCK MAN OVER - GET HAT INSIDE

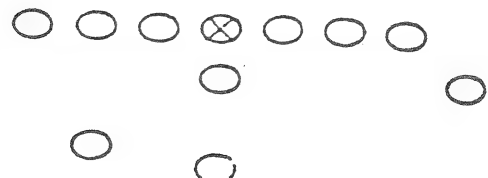
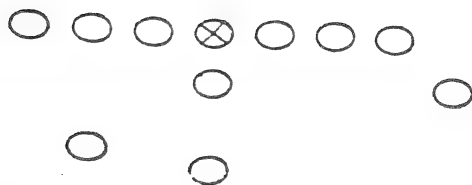
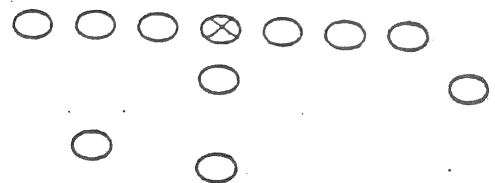
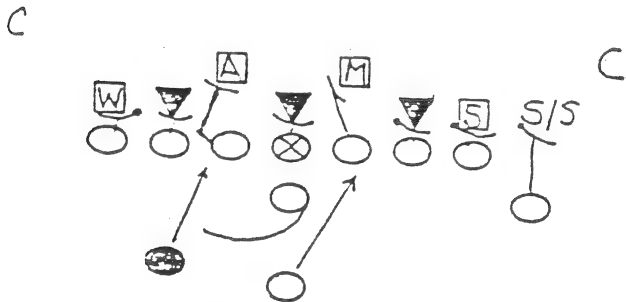
HB BALL CARRIER

FB FAKE - DIVE STRONG

QB REVERSE PIVOT HAND BALL TO HB

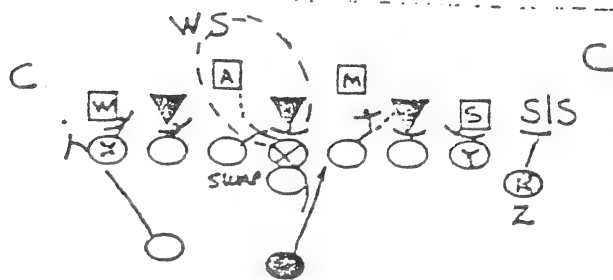
30

W/S



30

SY/G:



PLAY: 20/30 DOG

SINE QUA NON:
GET HATS INSIDE AND ALLOW NO
PENETRATION!

FAR RT F20 DOG

Y- # MAN OVER. GET HAT INSIDE.

ON T - # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G HELP W/DE PINCH.

ON G - # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE.

V. EVEN: TAKE SLIP # STEP - WORK W/ON G. COVERED: # MAN OVER;
CENTER - OFF G UNCOVERED: USE SWAP # TECH.

OFF G - # MAN OVER. UNCOVERED: USE SWAP # TECH W/CENTER.

OFF T - # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE.

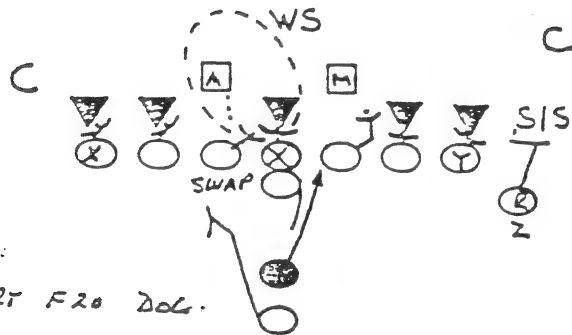
Z BLOCK MAN OVER - GET HAT INSIDE.

HB SEAL MAN OUTSIDE TE. GET HAT INSIDE.

FB BALL CARRIER.

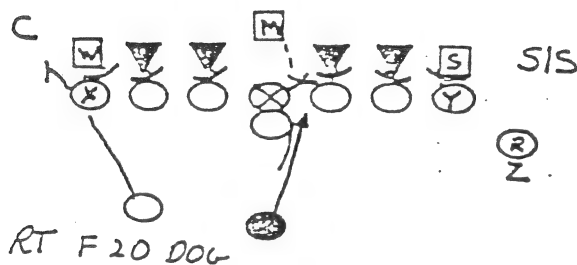
QB OPEN TO HOLE - HAND OFF.

52



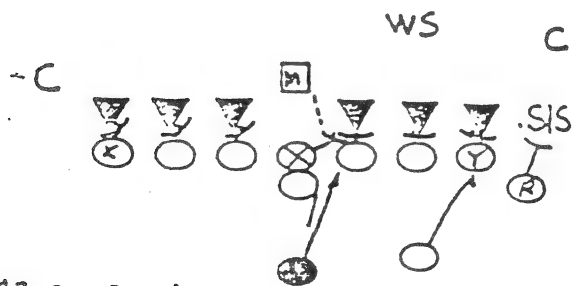
I RT F20 DOG.

40



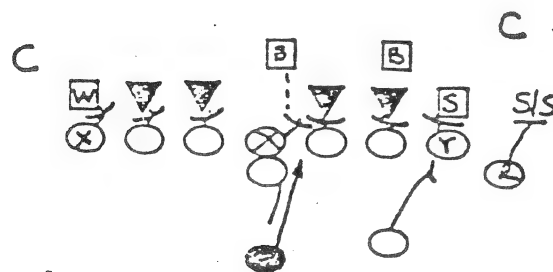
FAR RT F20 DOG

60



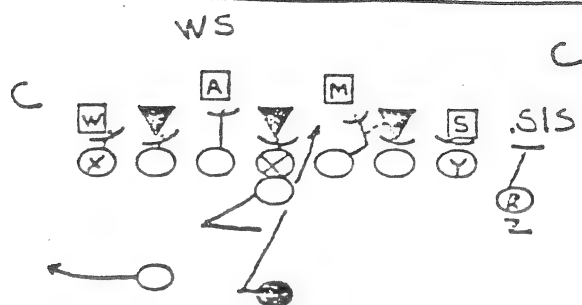
NEAR RT F20 DOG

6-2 PLUGGER



NEAR RT F20 DOG

30



FAR RT F20 CNTR.

PLAY: 20/30 COUNTER

SINE QUA NON:
GET HATS INSIDE AND ALLOW
NO PENETRATION

Y- # MAN OVER. GET HAT INSIDE.

ON T - # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G WILL HELP YOU W/DE PINCH

ON G - # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE -
ALERT FOR QUICK PINCH

CENTER - V. EVEN: TAKE SLIP # STEP, WORK W/ON G. COVERED: # MAN OVER

OFF G - # MAN OVER. GET HAT INSIDE.

OFF T - # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE.

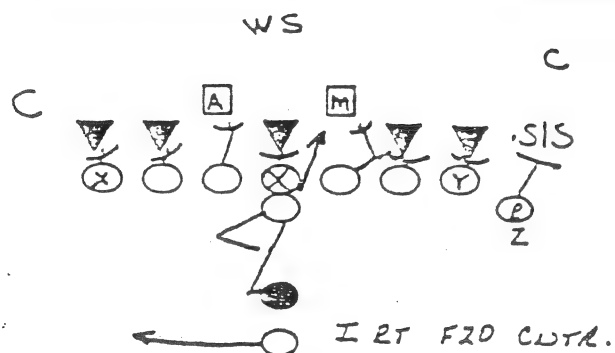
Z BLOCK MAN OVER - GET HAT INSIDE.

HB FAKE TOSS.

FB BALL CARRIER.

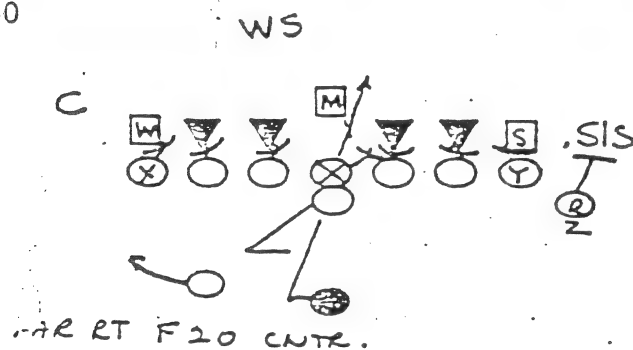
QB FK TOSS HAND BACK TO BC.

52



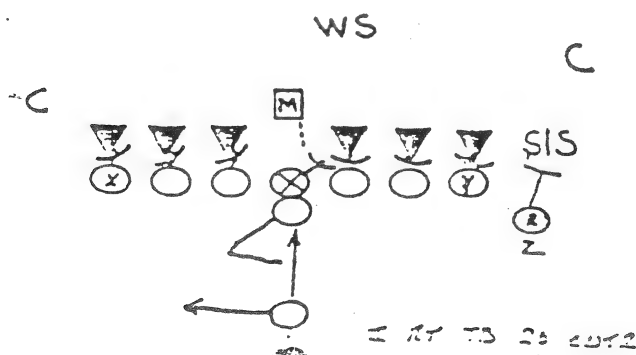
I RT F20 CNTR.

40



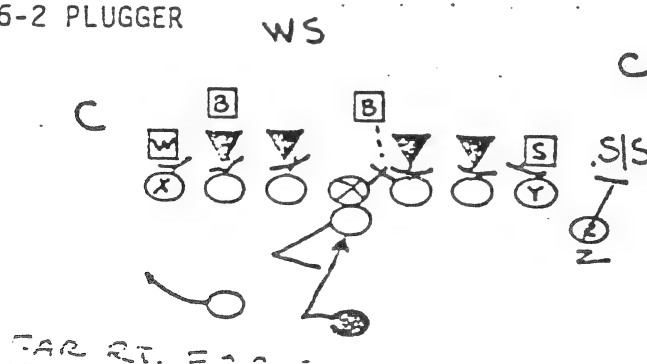
FAR RT F20 CNTR.

60



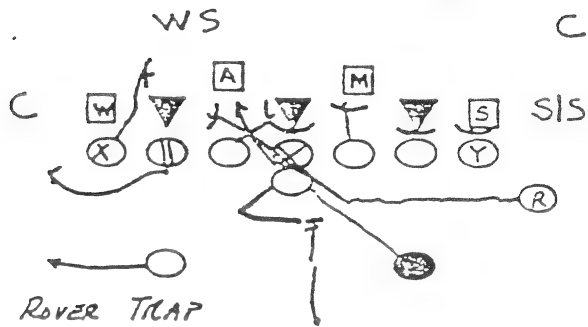
I RT F20 CNTR.

6-2 PLUGGER



FAR RT F20 CNTR.

30



PLAY: PITCH 50/40 ROVER TRAP

SINE QUA NON:
ROVER TIMING FOR SNAPPING
BALL

ON T - STEP DOWN (LIKE TAKE #), # FIRST INSIDE LBER.

ON G - BACKSIDE: # MAN OVER

ON T - PULL - # ANYBODY THAT CROSSES YOUR FACE - USE FLIP TECH.

ON G - V. EVEN - # MAN OVER. V. 30, 52: DBL TM # W/CENTER

CENTER - V. EVEN - # BACK - DBL TM W/OFF G. V. 62 PLUGGER: USE "COW" TECH.
V. 30, 52: DBL TM # W/ON GOFF G - V. EVEN - # MAN OVER - DBL TM # W/CENTER. V. 62 PLUGGER: # MAN OVER.
V. 30, 52: # LBER OVER YOU

OFF T - # MAN OVER

X ON T - STEP DOWN (LIKE TAKE #), # FIRST INSIDE LBER.
BACKSIDE: # MAN OVER.

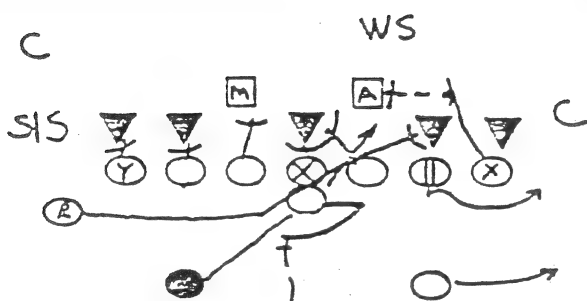
ROVER: TRAP 1ST MAN PAST GUARD.

HB FK. PITCH.

FB BALL CARRIER.

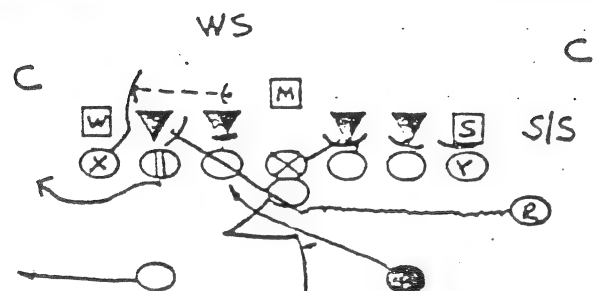
QB FAKE PITCH HAND BACK

2



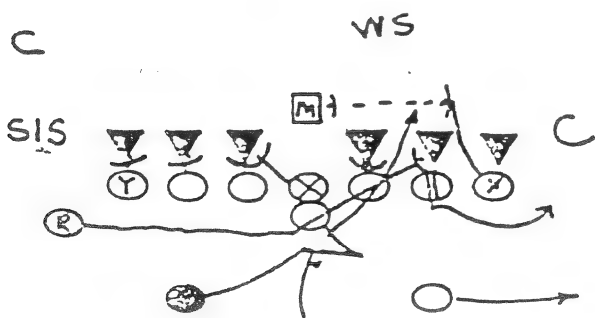
CHANGE LT H 40 ROVER TRAP

40

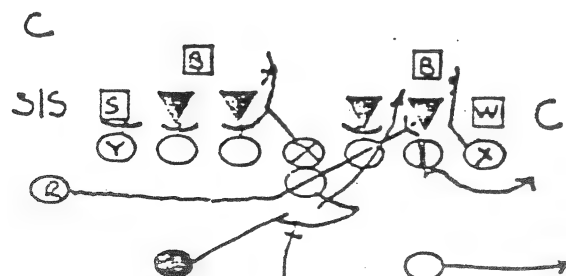


SPLIT RT F 50 ROVER TRAP

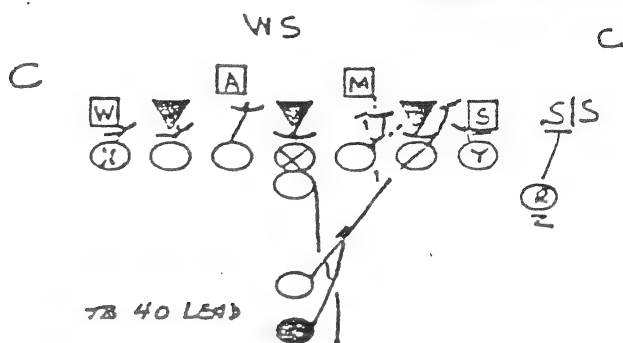
0



6-2 PLUGGER



SPLIT LT F 40 ROVER TRAP



PLAY: 40/50 LEAD
FB OR HB BALL CARRIER

SINE QUA NON:
MUST GET LEVERAGE WITH YOUR
BLOCKS

I RT TILNT

7B 40 LEAD

Y- # MAN OVER - GET HAT INSIDE.

ON T - # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G WILL HELP YOU W/DE PINCH

ON G - # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE -
ALERT FOR QUICK PINCH

CENTER - V. EVEN: TAKE SLIP # STEP, WORK W/ON G. COVERED: # MAN OVER. V. 30; 52:
- EXPECT FB HELP ON NT.

OFF G - # MAN OVER - GET HAT INSIDE.

OFF T - # MAN OVER - GET HAT INSIDE.

X # MAN OVER GET HAT INSIDE

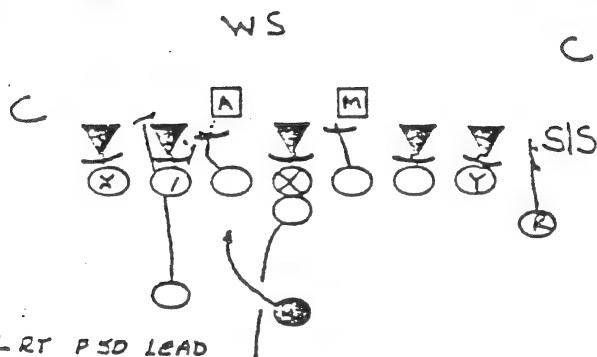
Z TO: BLOCK MAN OVER-GET HAT INSIDE. AWAY: SEAL ON MAN OVER

HB BALL CARRIER.

FB BLOCK 1ST MAN READING OT'S # FOR PATH.

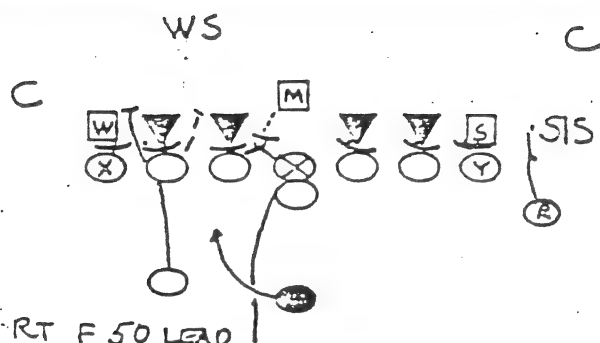
QB FORMATION WILL DICTATE BALL HANDLING.

52



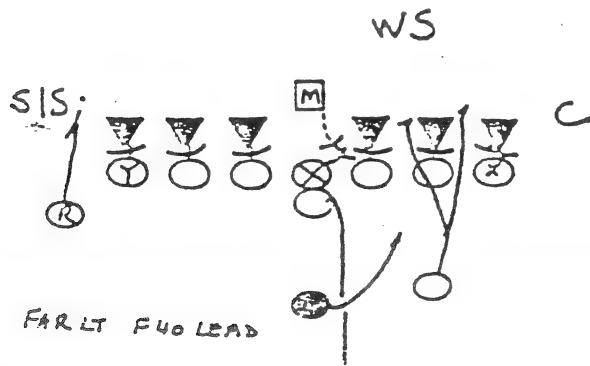
FAR RT PSD LEAD

40



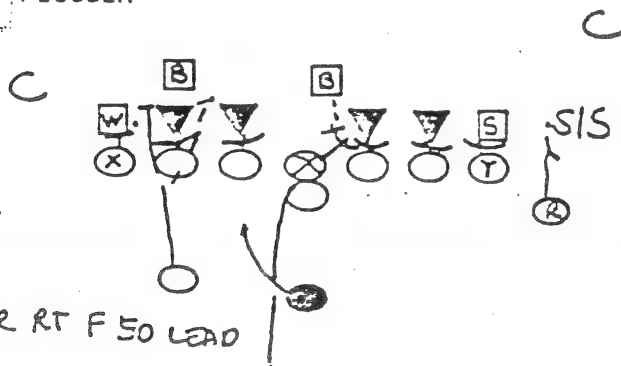
FAR RT F 50 LEAD

60

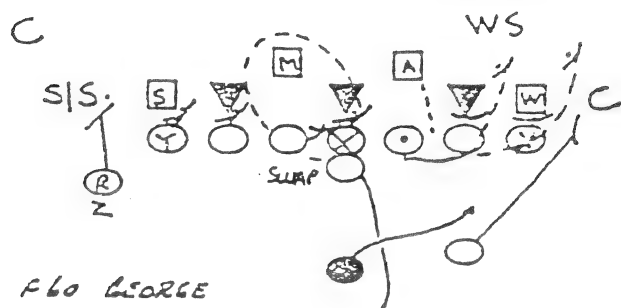


FAR LT F40 LEAD

6-? PLUGGER



FAR RT F 50 LEAD



FAR LT F60 GEORGE

SINE QUA NON:
Y AND ON T PUT HAT SQUARE
IN CROTCH OF MAN OVER YOU.

ON INSIDE: # MAN OVER PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.

Y-BACKSIDE: V. EVEN: SWOOP#. V. ODD (30, 52): # MAN OVER

MAN OVER - PUT HAT SQUARE IN CROTCH DON'T ALLOW PENETRATION

ON T - V. 62 PLUGGER: POSS. DBL.SLIP.

ON G - PULL-READ TE'S BLOCK - LOOK FOR INSIDE LBER.
V. 62 PLUGGER: POSS DBL.SLIP

CENTER - V. EVEN: PULL FLAT - REACH # DT CUT HIM. V. ODD (30, 52): SWAP #

OFF G - V. EVEN: SWOOP #. V. ODD (30, 52): SWAP # W/CENTER

OFF T - V. EVEN: SWOOP #. V. ODD (30, 52): # MAN'OVER

X ONSIDE: # MAN OVER -PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.
 BACKSIDE: V. EVEN: SWOOP #. V. ODD: # MAN OVER.

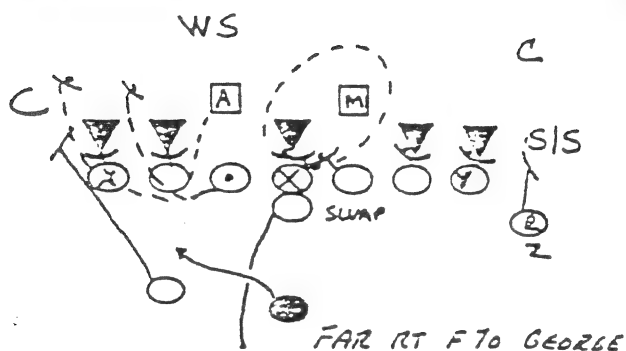
Z BLOCK MAN OVER - PUT HAT INSIDE.

HB BLOCK MAN OUTSIDE Y.

FB BALL CARRIER.

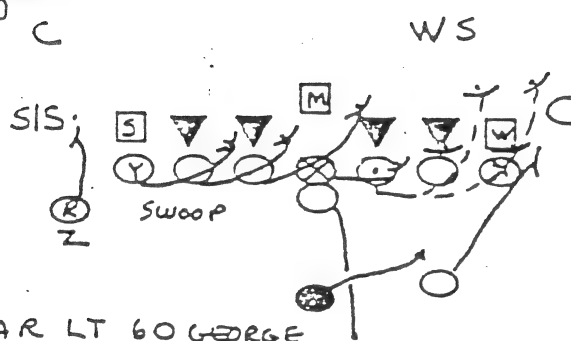
QB FRONT OUT - HAND TO F.

52



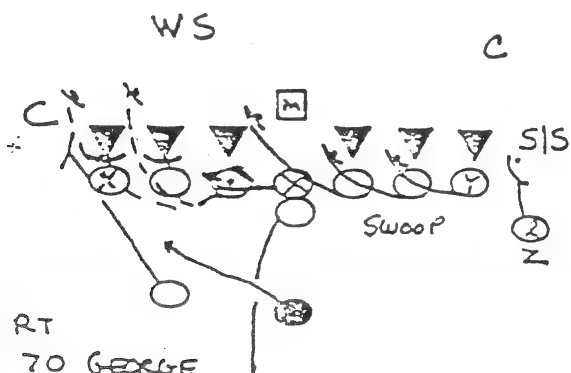
FAR RT F70 GEORGE

40



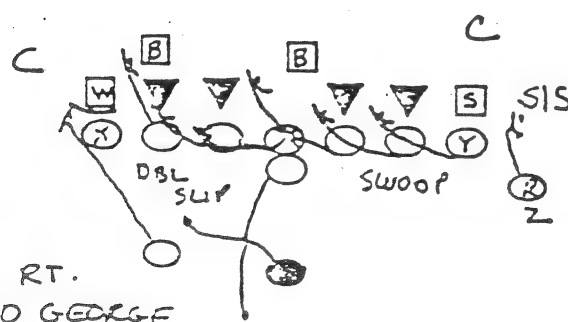
FAR LT 60 GORGE

50



FAR RT
F 70 ~~GEORGE~~

6-2 PLUGGER

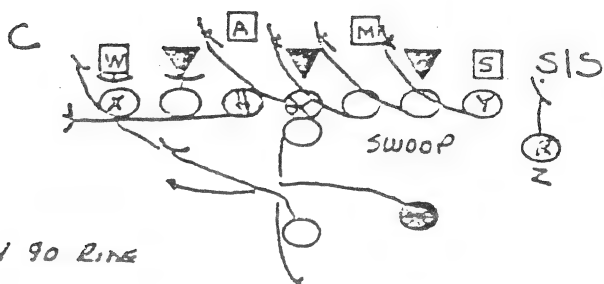


FAR RT.
F 70 GEDGE

30

WS

C



NEAR RT H 90 RIDE

PLAY: 80/90 RIDE

SINEQUA NON:
UNDERSTAND GUARD-CENTER
AREA CONCEPT. Y'S BLOCK -
BIG ONE!!

Y- # MAN OVER - NO PENETRATION - STAY ON HIM.

ON T - # MAN OVER - PUT HAT SQUARE IN CROTCH.

ON G - PULL - # FIRST FORCE. (EXPECT QK. FORCE)

CENTER - V. EVEN: PULL FLAT - REACH # DT - CUT HIM.
V. ODD (30, 52): # AREA BETWEEN YOU AND ON T.

OFF G - V. EVEN : SWOOP #. V. ODD (30, 52): SWOOP # (PULL PAST NT)

OFF T - SWOOP #

X SWOOP #

Z BLOCK MAN OVER - PUT HAT INSIDE.

HB BALL CARRIER.

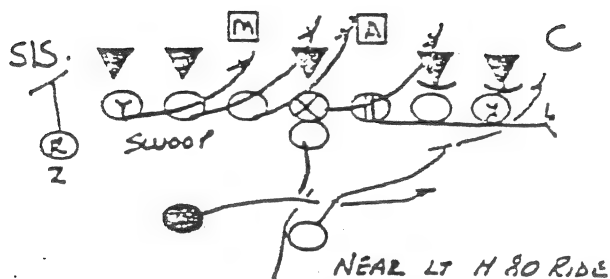
FB MIRROR MLB (ALB) FROM OT-TE GAP OUT.

QB OPEN TO HOLE HAND BALL TO H

52

C

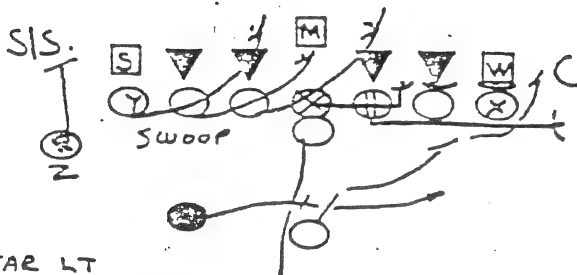
WS



NEAR LT H 80 RIDE

40 C

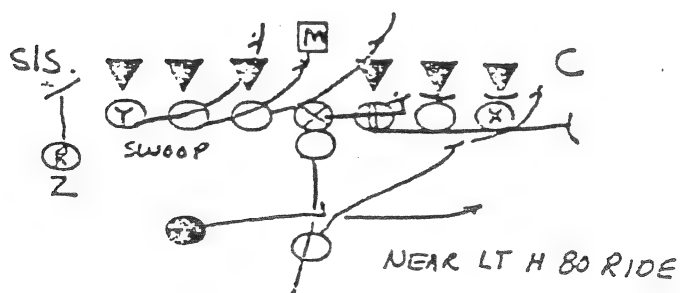
WS

NEAR LT
H 80 RIDE

50

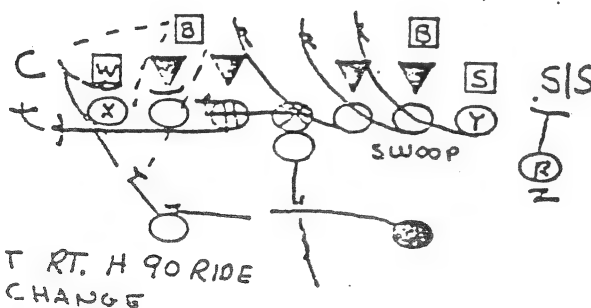
C

WS

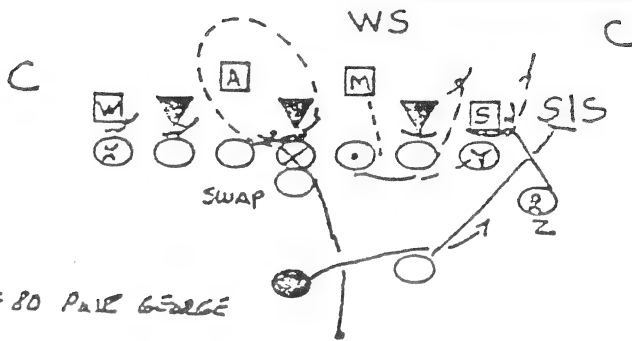


NEAR LT H 80 RIDE

6-2 PLUGGER

SPLIT RT. H 90 RIDE
CHANGE

30



PLAY: 80/90 POWER GEORGE

SINE QUA NON:
Y AND ON T - DON'T ALLOW
PENETRATION

NEAR RT F80 PWR GEORGE

ON SIDE: # MAN OVER, DBL TM. W/Z

Y - BACKSIDE: V. EVEN: SWOOP #. V. ODD (30, 52): # MAN OVER

MAN OVER - PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.

ON T - V. 62 PLUGGER: POSS: DBL. SLIP.

ON G - PULL-READ TE'S BLK - LOOK FOR INSIDE LBER. V. 62 PLUGGER: POSS DBL. SLIP.

CENTER - V. EVEN: PULL FLAT-REACH # DT _ CUT HIM. V. ODD (30, 52): SWAP #.

OFF G - V. EVEN: SWOOP #. V. ODD (30, 52): SWAP # W/CENTER

OFF T - V. EVEN: SWOOP #. V. ODD (30, 52): # MAN OVER

X ON SIDE: # MAN OVER, DBL TM W/Z.

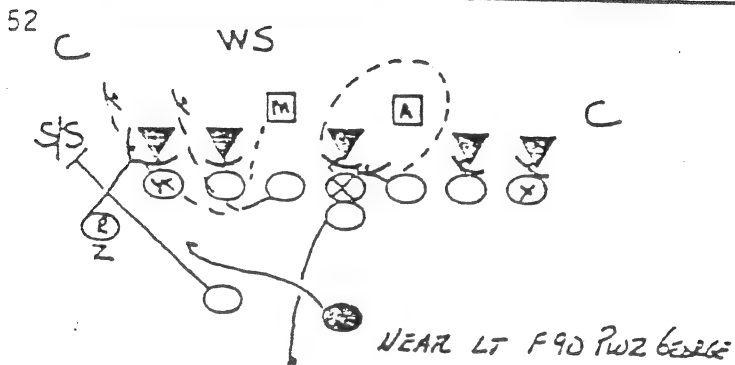
BACKSIDE: V. EVEN: SWOOP #. V. ODD (30, 52): # MAN OVER.

Z DOUBLE TEAM W/Y.

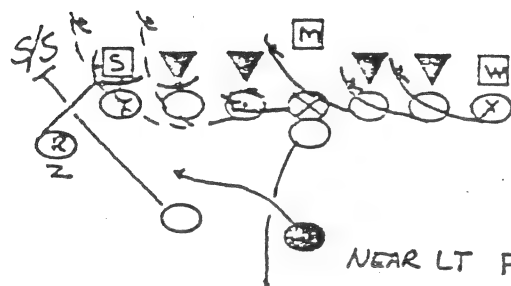
HB BLOCK 1ST MAN OUTSIDE DBL. TEAM.

FB BALL CARRIER.

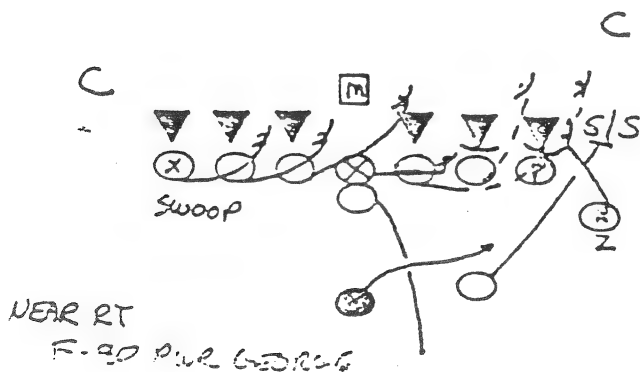
QB FRONT OUT - HAND TO F.



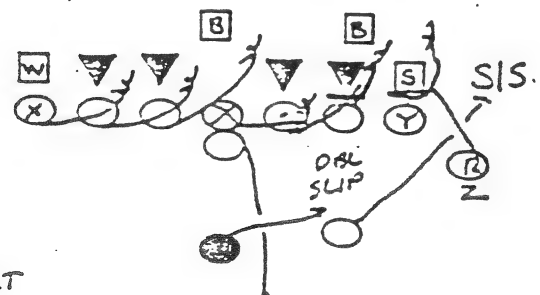
40

NEAR LT F-90 PWR
GEORGE

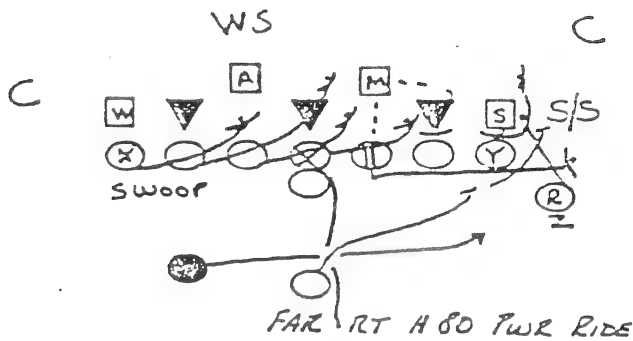
60



6-2 PLUGGER

NEAR RT
F-90 PWR GEORGE

30



PLAY: 80/90 POWER RIDE

SINE QUA NON:
UNDERSTAND GUARD-CENTER AREA
CONCEPT.

Y-# MAN OVER - DBL TM W/Z

ON T - # MAN OVER - PUT HAT SQUARE IN CROTCH.

ON G - PULL - # FIRST FORCE (EXPECT QK. FORCE).

CENTER - V. EVEN: PULL FLAT - REACH # DT CUT HIM
V. ODD (30, 52): # AREA BETWEEN YOU AND ON T.

OFF G - V EVEN: SWOOP #. V. ODD (30, 52): SWOOP # (PULL PAST NT.).

OFF T - SWOOP #.

X SWOOP #.

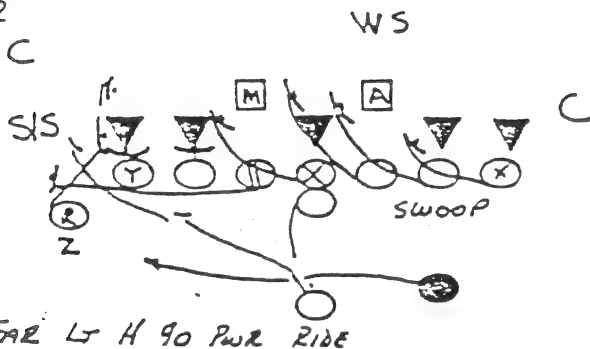
Z DOUBLE TEAM W/Y.

HB BALL CARRIER.

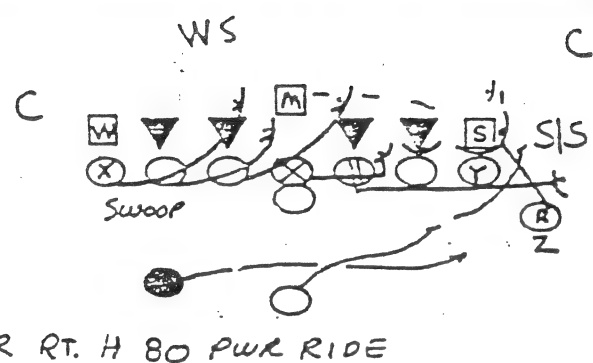
FB MIRROR MLB FROM OT-TE GAP OUT.

QB OPEN TO HOLE HAND TO HB

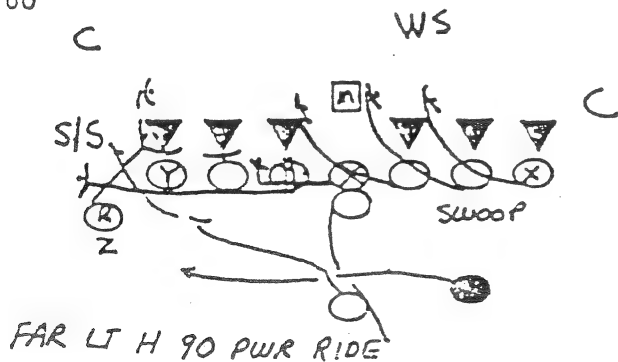
52



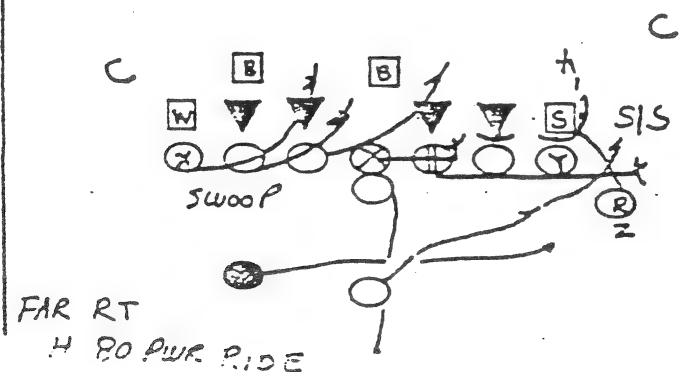
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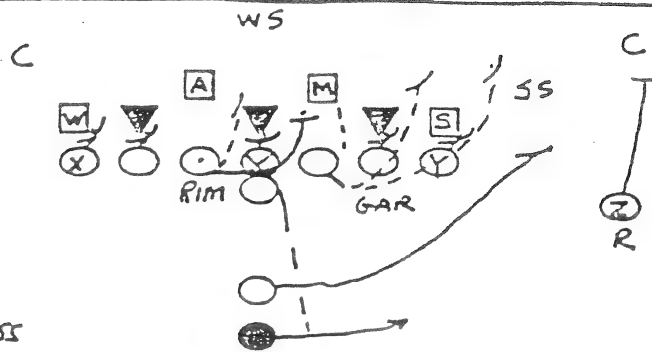
60



6-2 PLUGGER



30



PLAY: 80/90 TOSS

SINE QUA NON:
BACKSIDE KNOW WHEN TO
SWOOP BLOCK

I RT TB 80 Toss

Y- # MAN OVER.

ON T - # MAN OVER. V. BUBBLE OVER ON G: GAR # OR SLIP #.

ON G - # MAN OVER. V. EVEN: SLIP # W/CENTER, "GEORGE" CALL, PULL - # LBER TO YOUR SIDE (EX. 62 PLUGGER).

CENTER - V. EVEN: SLIP # W/ON G, (POSS: PULL) V. 30, 52: RIM # OR SWAP #.
V. 62 PLUGGER PULL - FLAT CUT DT.

OFF G - V. EVEN: SWOOP #. V. 30, 52: # MAN OVER.

OFF T - V. EVEN: SWOOP #. V. 30, 52: # MAN OVER.

X V. EVEN: SWOOP #. V. 30, 52: # MAN OVER.

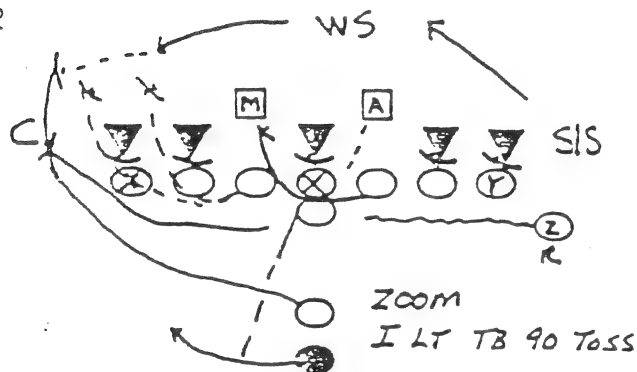
Z DEEP 1/3.

HB BALL CARRIER/WK - # FORCE; STG LEAD # MOST DANGEROUS.

FB FORCE/BALL CARRIER

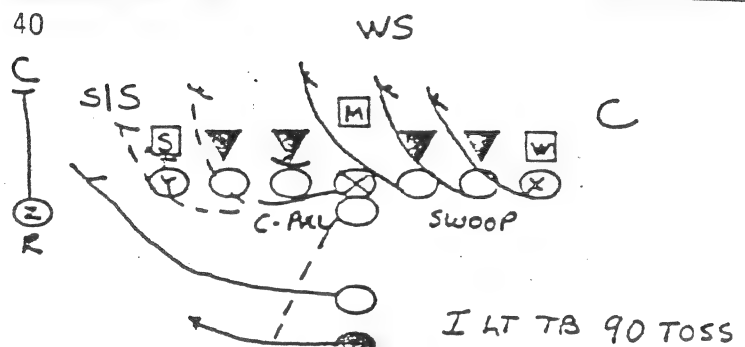
QB FRONT OUT TOSS TO BALL CARRIER

52



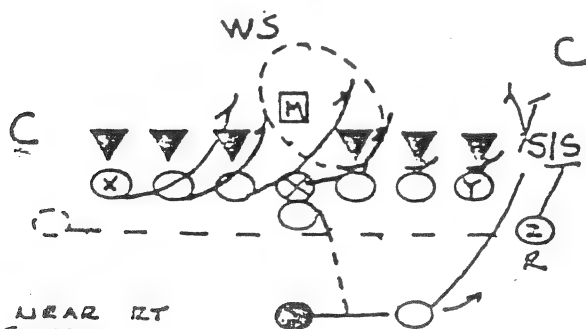
Zoom
I LT TB 90 Toss

40



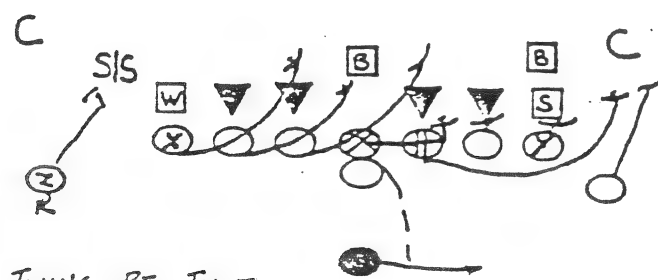
I LT TB 90 Toss

50



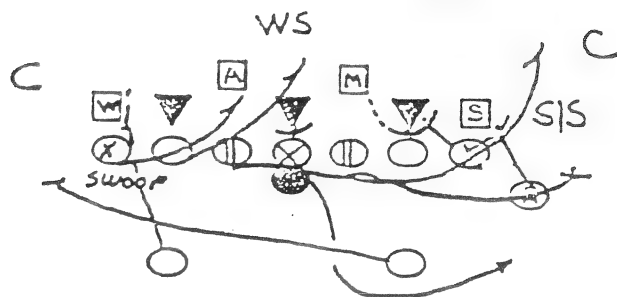
Zoom
I LT TB 90 Toss

6-2 PLUGGER



Twins
RT Tilt
80 Toss

30



SPLIT RT QB 80 GEE OH

PLAY: QB 80/90 GEE OH
(BACKS AWAY)
SINE QUA NON:
DOWN BLOCKS MUST STOP
PENETRATION

Y- # DOWN. V. ODD BUBBLE: DBL. TEAM AND RUB FOR BACKSIDE LBERS.

ON T - ON G COVERED: # DOWN V. ODD BUBBLE: DBL TM W/Y

ON G - PULL, # FIRST FORCE

CENTER - UNCOVERED: # BACK. COVERED: # MAN OVER

OFF G - PULL, LEAD, LOOK FOR MLBER UNDERNEATH

OFF T - V. EVEN: # MAN OVER, V. 62 PLUGGER: SIFT #. V. ODD BUBBLE: SWOOP #.

X V. EVEN: # MAN OVER. V. ODD: SWOOP #

Z BLOCK MAN OVER Y

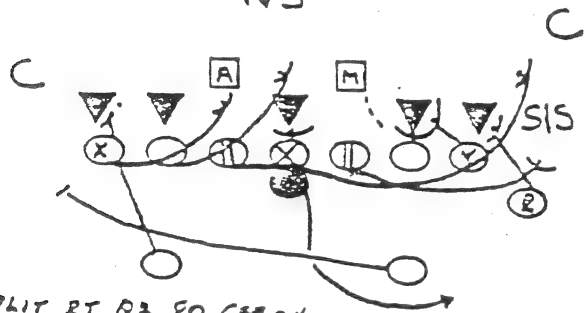
HB BLOCK WILLIE PUT HAT INSIDE

FB FAKE SWEEP CK CORNERBACK

QB BALL CARRIER - FAKE TO FB - BE IN TUNE W/Front GUARD

52

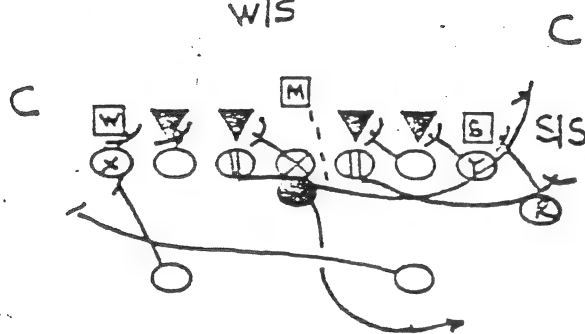
WS



SPLIT RT QB 80 GEE OH

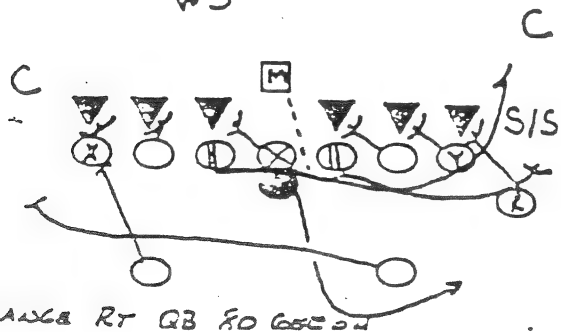
40

WS



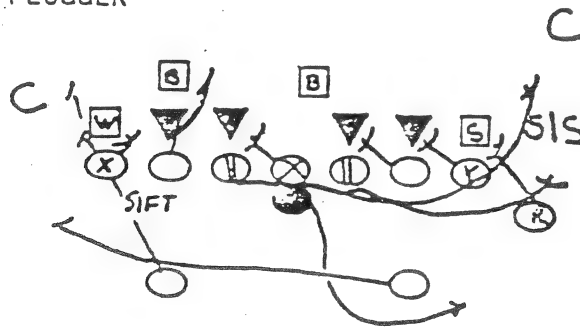
60

WS

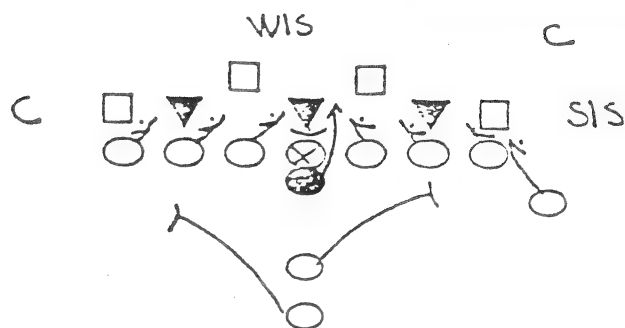


CHANGE RT QB 80 GEE OH

6-2 PLUGGER



30



PLAY: QB SNEAK. LT/RT
DIRECTION WILL BE DETERMINE

Y- SEAL OFF INSIDE PENETRATION

ON T - SEAL OFF INSIDE PENETRATION

ON G - VS 30: CHECK DEPTH OF LBKR # MAN OVER YOU
VS EVEN: GET HAT INSIDE DT - MAY GET CENTER HELP

CENTER - VS 30: # NT - MAY GET BACKSIDE HELP
VS EVEN: CHECK DEPTH OF MLRKR # HIM - STEP PLAYSIDE

OFF G - VS 30: STEP TO CENTER, SEAL OFF INSIDE PENETRATION
VS EVEN: SEAL OFF INSIDE PENETRATION

OFF T - SEAL OFF INSIDE PENETRATION

X -TITE - SEAL OFF INSIDE PENETRATION

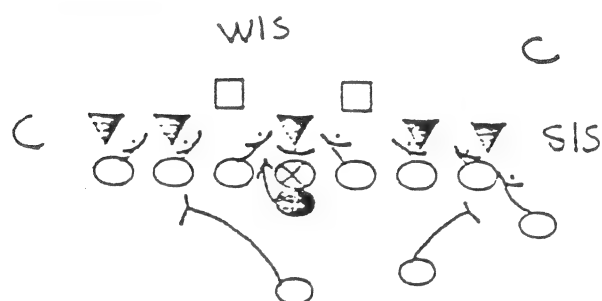
Z -TITE WING - SEAL OFF INSIDE PENETRATION

HB - SEAL OFF PENETRATION YOUR SIDE

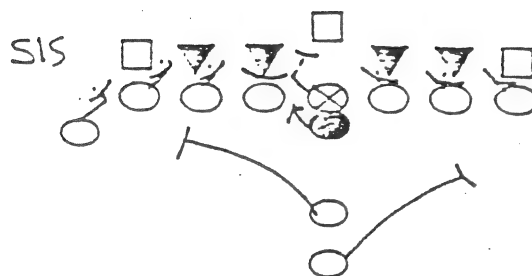
FB - SEAL OFF PENETRATION YOUR SIDE

QB - B.C. STEP DIRECTION CALLED

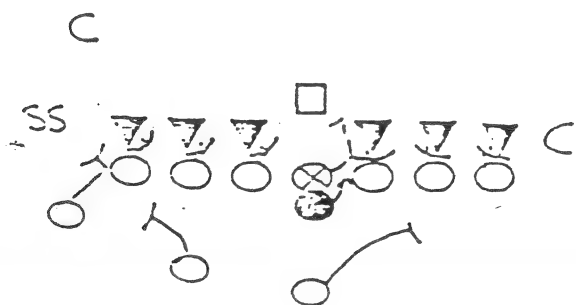
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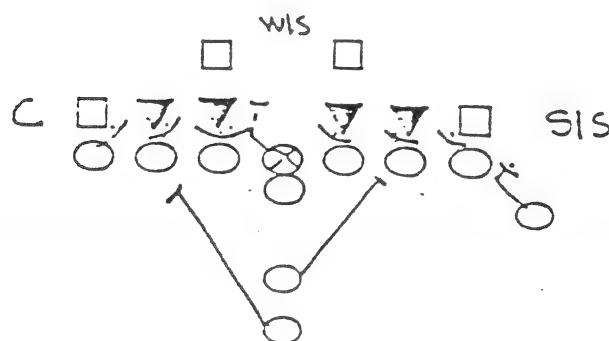
40



60



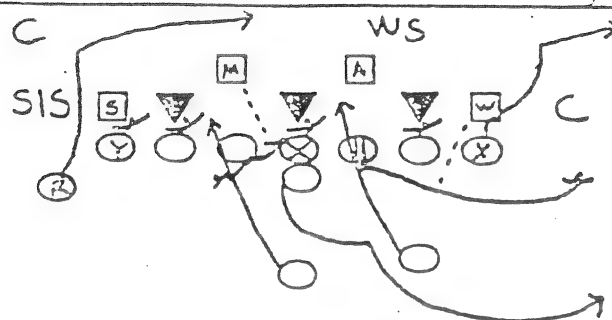
6-2 PLUGGER



S.Y./G.L. PROTECTION

PROTECTION: SHT. YDG/
GOALLINE BOOT RT/LT

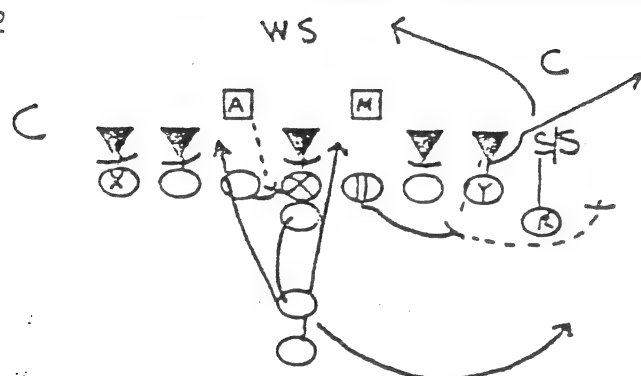
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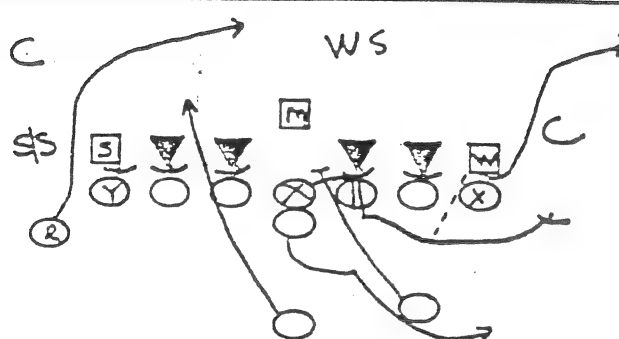
QB:

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
ENTER		V. EVEN: REACH DT. COVERED: # NT
T GUARD		PULL - PICK-UP MDM. YOU ARE PERSONAL PROTECTOR FOR THE QB.
FT GUARD		V. EVEN: STEP PLAYSIDE GAP - # MAN OVER YOU UNCOVERED: STEP PLAYSIDE GAP - ALERT NT. SLANT
T TACKLE		# MAN OVER _ PROTECT PLAYSIDE GAP
FT TACKLE		# MAN OVER - PROTECT INSIDE GAP
Y		ON SIDE: SLAM MAN OVER - RELEASE TO PATTERN BACKSIDE: # MAN OVER
HB		DIVE OVER FRONT GUARD. RESPONSIBLE FOR ANY BLITZES YOUR SIDE
FB		DIVE OVER BACKSIDE GD _ RESPONSIBLE FOR ANY BLITZES FROM G-C GAP OUT

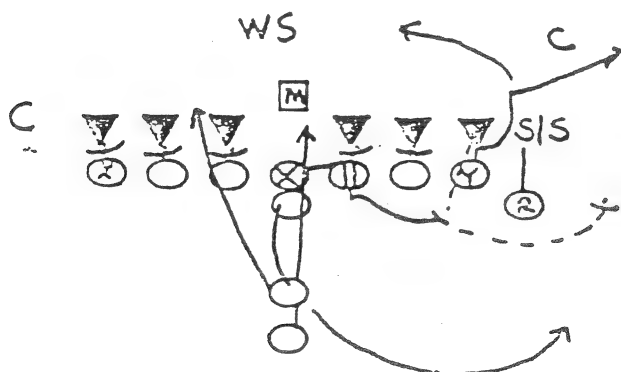
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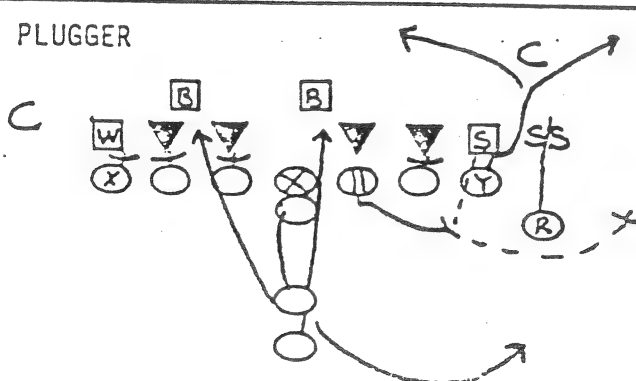
40



60



6-2 PLUGGER

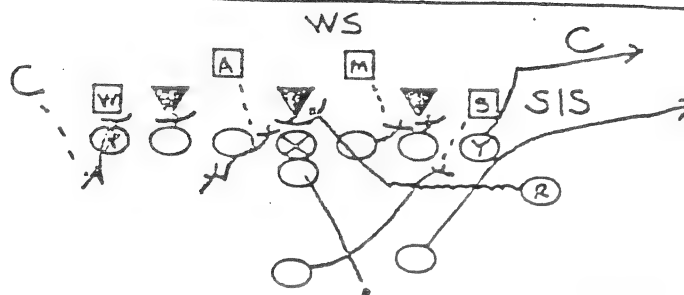


PROTECTION: SHT. YDG.

30

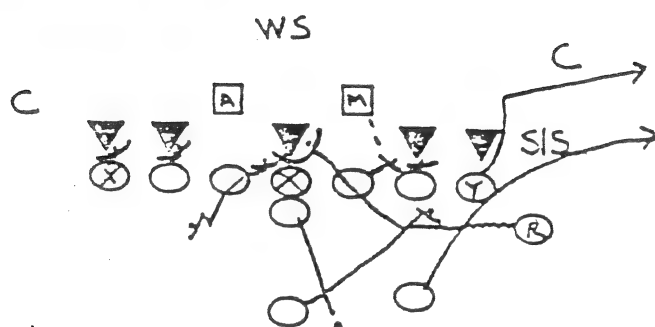
ROVER SHORT PASS F 40/50
LEAD

QB:

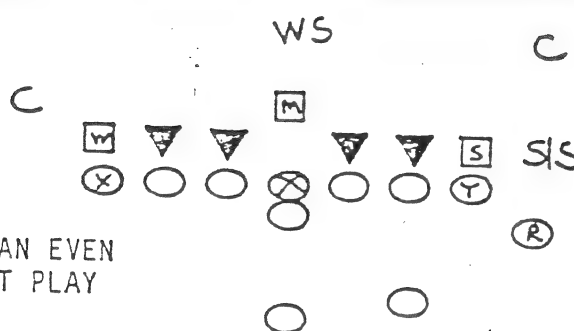


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		# MAN OVER, DB. TM. W/ROVER.
RT GUARD		USE AGG. FAN TECH. EYEBALL LBER.
LEFT GUARD		STEP PLAYSIDE GAP - ALERT NT SLANT - CHK. LBER, # BACKSIDE.
RT TACKLE		# MAN OVER.
LEFT TACKLE	-	# MAN OVER - PROTECT INSIDE GAP,
Y		ON-SIDE: RUN PATTERN. BACKSIDE: # MAN OVER. (POSS: DBL BUMP LB/C).
HB		FREE RELEASE TO PATTERN (FLAT).
FB		FAKE LEAD - BLOCK MAN OVER TE.

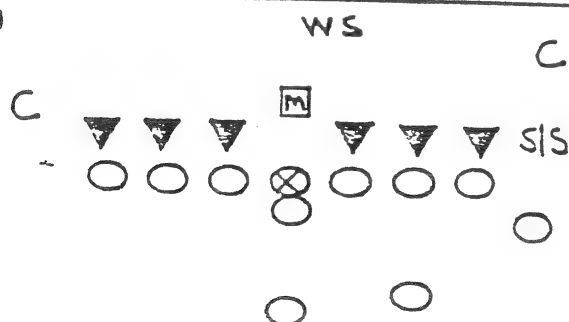
52



40

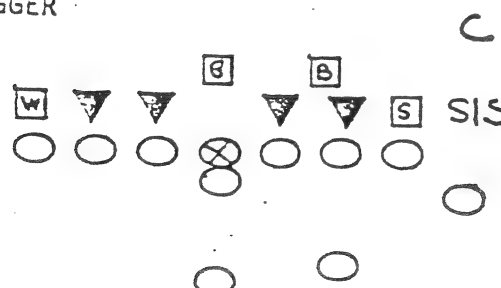
NOT AN EVEN
FRONT PLAY

60



NOT AN EVEN FRONT PLAY

6-2 PLUGGER

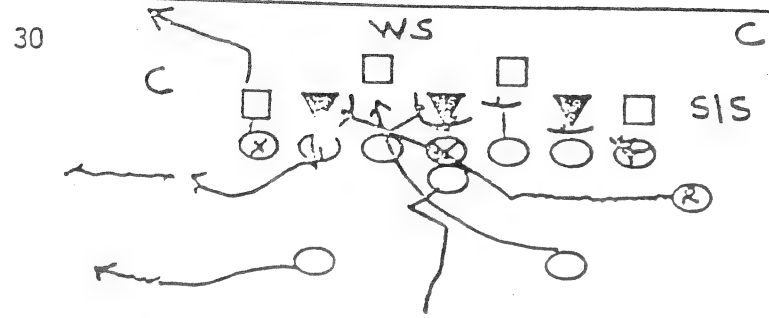


NOT AN EVEN FRONT PLAY

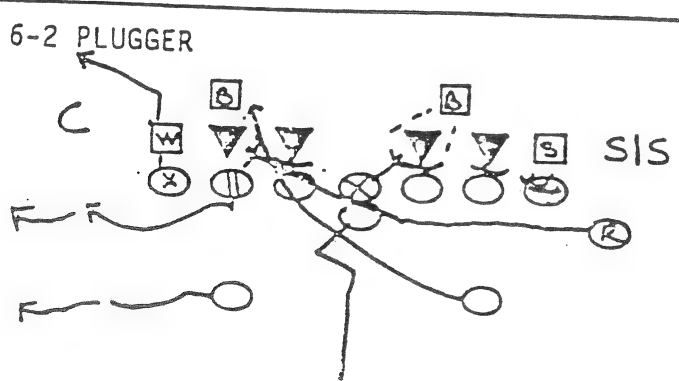
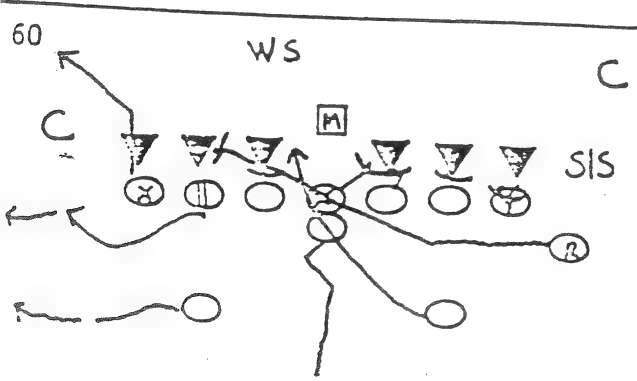
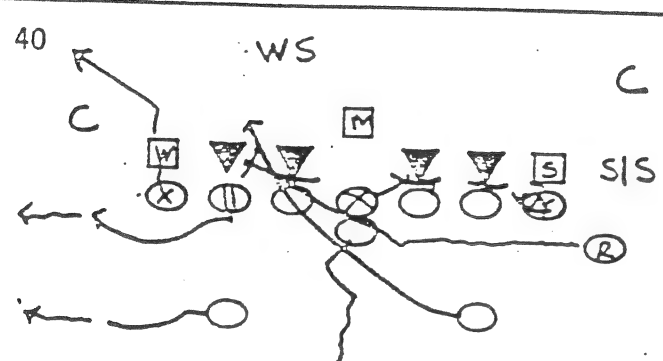
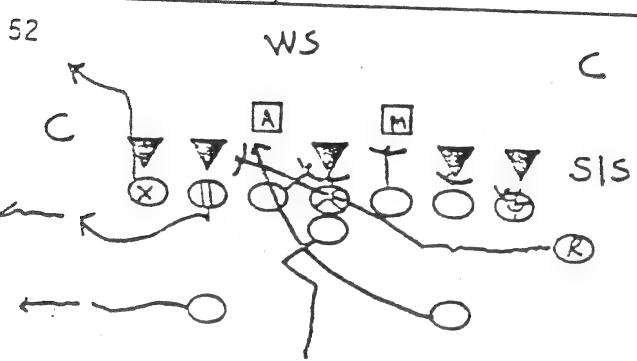
PROTECTION: SHT. YDG/
GOALLINE PASS.

ROVER SHORT PASS 40/50 TRAP

QB:



POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		# 50/40 ROVER TRAP
RT GUARD		# 50/40 ROVER TRAP
LFT GUARD		# 50/40 ROVER TRAP
RT TACKLE		# 50/40 ROVER TRAP
LFT TACKLE		# 50/40 ROVER TRAP. HANG W/HB
Y		ONSIDE: SLAM - RELEASE FOR PATTERN BACKSIDE: # MAN OVER
HB		FAKE PITCH - HANG
FB		FAKE TRAP - BLOCK LB YOUR SIDE



PASS GAME 1985

SHORT YARDS/GOAL LINE

PASS 40/50 LEAD Z FLAT

PASS 40/50 LEAD Z POST

PASS 80/90 SLANT X FLAG H FLAT

PASS 80/90 SLANT ROVER POST H SHOOT/9"0"4 FAST

PASS 80/90 SLANT SOLID Y FLAG ROVER FLAT /Y GO

BOOT X FLAG/X FLAG H FLAT

ROLL PICK 7 FLAT/X FLAG H FLAT

JAM RT/LT H CROSS FLAT 6

SPRINT 12 PICK

TWO MINUTE/NO HUDDLE

NO HUDDLE OFFENSE

NO HUDDLE OFFENSE WILL BE USED WITH ANY OF OUR FORMATIONS. THE SNAP COUNT IS "GO" UNLESS THE QB PRECEDES A PLAY CALL WITH RED, WHITE, OR BLUE. THE COUNT WILL THEN BE 1-2-3. THE QB WILL HAVE THE ABILITY TO CALL ANY PLAYER IN MOTION.

RUN GAME CODETHE FORMATION WILL BE RIGHT!

TED = GUARD TRAP
TOM = TACKLE TRAP
SAM = POWER OH
ROCKET = GEE OH
STREAK = SWEEP
PISTOL = DRAW

RUN PLAYAUDIBLE

0/1 TRAP	0/1
0/1 TAC TRP	TOM 0/1
20/30 BASE	20/30
40/50 LEAD	40/50
50/40 TRAP	TED 50/40
60/70 BELLY	60/70
60/70 PWR OH	SAM 60/70
80/90 TOSS	80/90
80/90 SLANT	SLANT 80/90
80/90 GEE OH	ROCKET 80/90
90/80 SWEEP	STREAK 90/80
20/30 PAINT	PAINT 20/30
50/40 DRAW	PISTOL 50/40
90/80 DRAW	PISTOL 90/80

OUR PASS GAME WILL BE BUILT AROUND OUR PASS GAME CODE, USING A COMBINATION OF CODE CALLS WITH NUMBERS AND WORDS WE HAVE.

PASS GAME CODE

SCAT RT = ROGER
SCAT LT = LARRY
OPTION RT = GRAY
OPTION LT = BLACK
3 COUNT SCREEN = ZEBRA
SCREEN MIDDLE = MIKE

EXAMPLES

<u>PLAY</u>	<u>AUDIBLE</u>
SCAT LT 13 H OUT	LARRY 13
OPT RT 272	GRAY 272
SCREEN RT F	ZEBRA 6

DEFENSIVE ALERTS

30 FRONT

EXPECT LOADED ZONE OR SINGLE DOGS, BE READY TO ADJUST TO M-M WHEN TWO OR MORE LBKR'S DOG.

43 (5/6 DBS)

EXPECT ZONE. BE ALERT FOR 2/4/6

43 NO SUB

EXPECT SKY ZONE. BE ALERT TO ADJUST TO LOADED ZONE OR M-M CHANGE UP. RUN DOWN DEFENSE.

40 NICKEL

EXPECT SLIDE COVERAGES. ALERT TO ADJUST TO ZONE.
EXPECT PURE ZONE COVERAGES. ALERT FOR INTERCEPT.

BASIC 2 MINUTE PLAYS

BASIC FORMAT

2 PLAY SEQUENCE

KILL THE CLOCK

LAS - 3

844/834

744

747 CROSS

989 CROSS SNEAK/UP

DRA6 WK/ST

SCREEN MIDDLE FB

WE WILL ALSO USE GAME PLAN PLAYS.